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Rogue Leader
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69 PAGES OF NEW GAMECUBE GAMES SLIDE YOUR EYES UNDER THE FLAP!
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SUPER SMASH BROS MELEE
NINTENDO'S FIGHTING STUNNER REVIEWED!
01:54 47
18% 15% 24%
Face off! It's Mazza vs Luigi vs Dr Mario!
01:57 58
0% 0% 18% 18%
SIX PAGES of nut-stunning scrappage!
ISS 2 REVIEWED!
WORLD CLASS?
The verdict you deserve on the year's biggest footie game...
REPLAY
"FLYING THROUGH HYPERSPACE AIN'T LIKE DUSTIN' CROPS, BOY!"
I AM TUROK!
TUROK EVOLUTION
Sear your eyeballs with our world-first pics!


THE WORLD'S BIGGEST GAMECUBE MAGAZINE!
N·GC™
ISSUE #68
JUNE 2002 / £3.50
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NEW LOOK
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INDEPENDENT NINTENDO GAMING
STAR WARS ROGUE LEADER
FEEL THE FORCE! Played, tipped and taken apart – 15 PAGES on the game you bought your Cube for!
RESIDENT EVIL
GORE-DRENCHED! Cube debut torn to shreds – PLUS sequel news!
IF YOUR DVD VIDEO IS MISSING SPEAK TO YOUR NEWSIE
N·GC GUARANTEE
MORE ON THE BIG GAMES!
TURN TO PAGE 18 FOR ALL-A THE INFO YOU NEED!
MARIO SUNSHINE
Plumber power! Staggering new pics of Mazza's latest...
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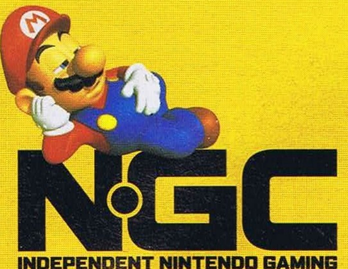






Prepare for an epic space battle.





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SO... DO YOU LIKE IT?

Anyone who has followed **NGC** since its birth as N64 Magazine over five years ago will know that we do things differently around here. Take our news, for example. We don't rewrite press releases, we don't toe the party line, and we don't fill our pages full of rubbish from the internet. Our stories are researched and written by the most knowledgeable Nintendo fans in the business. You can trust the news you read here.

OUR PROMISE

Similarly, the scores we give games are the scores they deserve, not the scores we think will keep publishers happy. Games are expensive – you deserve an honest appraisal of what they're like to save you wasting your hard-earned cash. Big names don't sway us – if the game isn't good enough it's not good enough and we'll tell you. We play games through to the end to make sure we've seen everything there is to see, so we can give you more than anyone else. We devote more pages, more time and more effort to our reviews – just start at page 44 to see what we mean.

Previews-wise, the story is the same. We'll give you an honest early impression of what the game is like – we won't build it up only to knock it down when we review it. If it's looking brilliant, we'll say. If it isn't, we won't beat about the bush telling you. Simple as that.

BETTER THAN EVER

Which is why we believe the new **NGC** is the best games magazine on the market. If you haven't picked us up before, welcome! If you have, we hope you like what we've done to the magazine. We also hope you like the first-ever **NGC** DVD – if it's the sort of thing you'd like to see more of in future, give us a shout. That title at the top isn't just for show: we'd *really* like to know your thoughts.

Tim Weaver Editor
ngc@futurenet.co.uk

LOOK OUT FOR THIS!
See this logo next to a game and you'll know you can see footage of it on this month's exclusive DVD…

NGC ON THE DVD

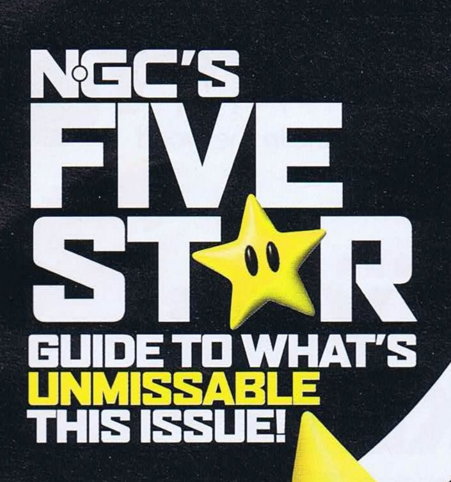
TURN TO PAGE 5…
…for the chance to win a Gamecube and games!

SUBSCRIBE TODAY!
Turn to page 100 and save a bucketload when you subscribe to **NGC**!





WHAT'S IN THE MAG?





STAR WARS ROGUE LEADER

A MASSIVE eight-page review – PLUS six pages of tips… the force is strong.



RESIDENT EVIL

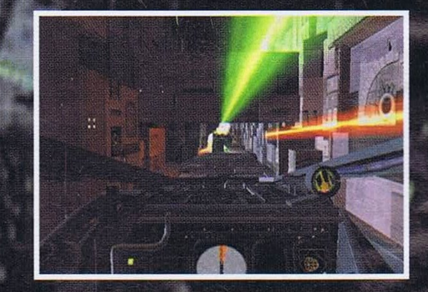
Watch your eyeballs sizzle at the sight of the buffed-up original *Resi*!



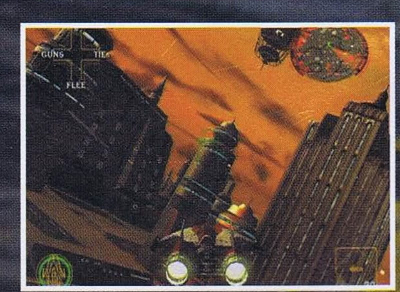
STAR WARS ROGUE LEADER

PAGE 44

IT IS USELESS TO RESIST!
Get everything you need on the game you bought your Gamecube for – oof!







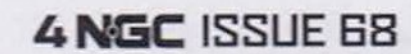


MEET ENJiKi

The gorgeous Enjiki is **NGC***'s newest recruit – a fitter, prettier, raunchier Worldy Bloke*. She'll be popping up from time to time to guide you through our brand-new reviews and tips sections. Not a bad way to pass the time, even if we do say so.*



**Older readers might recall our N64-playing globe, Worldy Bloke. Lovely little guy – not much of a looker, though.*









MARIO SUNSHINE

Damn! This game is hot – and we've taken it apart exclusively for *you*...

SOUL CALIBUR 2

The world's greatest fighting game is coming to the Cube! We take a look inside...

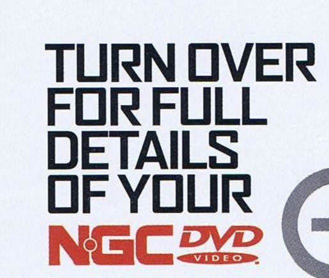
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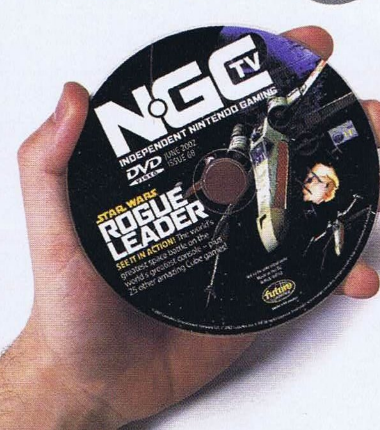
YOUR GAMECUBE

Everything you need to know about your new purple baby.









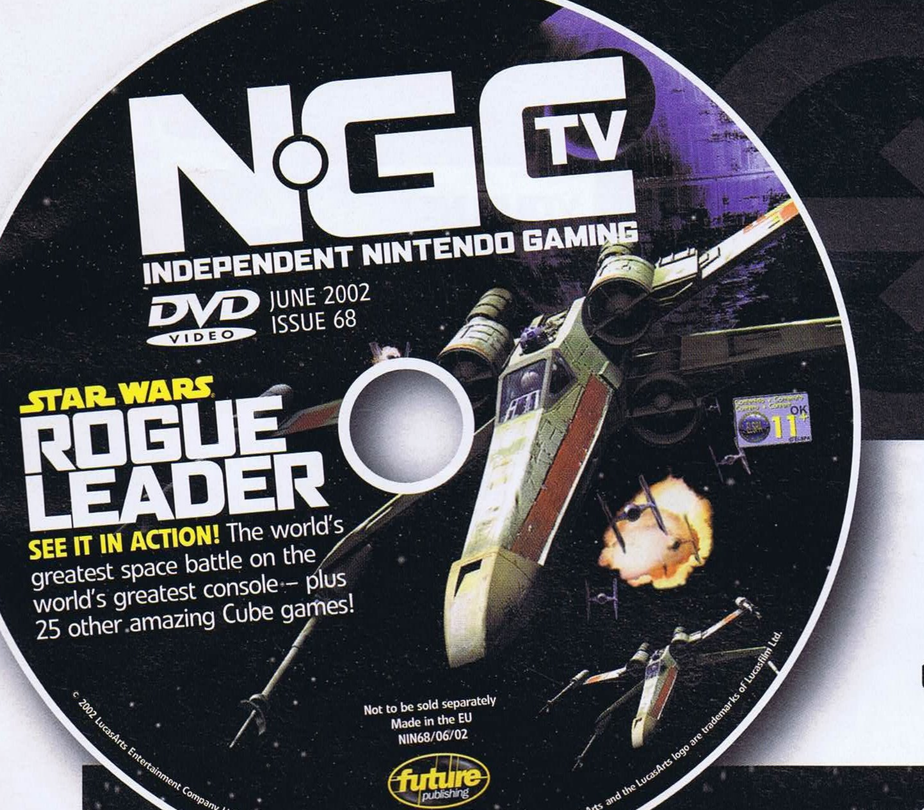


SPOT OUR MISTAKE AND WIN A GAMECUBE! AND SMASH BROS

You're going to love this: somewhere in the issue we've made a mistake. Oh yeah. See below for more!



SPOT OUR MISTAKE! Yep, we've gone and 'accidentally' made a mistake – and we want you to find it. It's a tricky one, mind – you'll have to look real close at all 124 pages. Once you think you've found it, write to: 'Pad as hell', **NGC**, 30 Monmouth Street, Bath, BA1 2BW. Or email ngc@futurenet.co.uk. Or text us at 86188. Go on – LOOK!



ON YOUR N·GC DVD VIDEO

Seen a DVD on any other Nintendo magazine with 26 games on it, including never-before-seen footage? **Damn right, you haven't.** That's because no other Nintendo magazine in the world has the contacts, the muscle or the talent to do it. Anyway, get your gear round this little lot…

LOOK OUT FOR THIS! See this logo next to a game and you'll know you can see footage of it on this month's exclusive DVD…

NGC ON THE DVD VIDEO

STAR WARS ROGUE LEADER

SEE IT IN ACTION! Blow your eyes away with footage from the year's most devastatingly beautiful console game…

YOUR GUIDE TO WHAT'S ON THE DISC

Game	Where it is
18 Wheeler Pro Trucker	Coming soon
2002 FIFA World Cup	Gamecube line-up
Batman: Dark Tomorrow	Coming soon
Batman Vengeance	Gamecube line-up
Burnout	Gamecube line-up
Crazy Taxi	Gamecube line-up
Dave Mirra Freestyle BMX 2	Gamecube line-up
Donald Duck Goin' Quackers	Gamecube line-up
Eternal Darkess: Sanity's Requiem	Gamecube line-up
Extreme G3	Coming soon
Gauntlet Dark Legacy	Coming soon
NHL Hitz 20-02	Gamecube line-up
International Superstar Soccer 2	Gamecube line-up
Luigi's Mansion	Gamecube line-up
NBA Courtside 2002	Gamecube line-up
Pikmin	Gamecube line-up
Sonic Adventure 2 Battle	Gamecube line-up
Spider-man: The Movie	Gamecube line-up
Spider-man film trailer	Extras
Spy Hunter	Coming soon
Starfox Adventures	Gamecube line-up
Star Wars: Rogue Leader	Gamecube line-up
Super Monkey Ball	Gamecube line-up
Super Smash Bros Melee	Gamecube line-up
Tarzan Freeride	Gamecube line-up
Tony Hawk's Pro Skater 3	Gamecube line-up
Wave Race: Blue Storm	Gamecube line-up



SPIDER-MAN: THE MOVIE

Top-notch Gamecube Spider-Man: The Movie *footage not enough for you? How about the trailer for the film complete with Willem Dafoe gurning like a cow with BSE? Check it out now.*



SECRET FOOTAGE

Want footage that no-one's ever seen before? Then nip along to the Coming Soon section of the disc and check out first-time clips of Batman: Dark Tomorrow *– and more – in action!*



EVERY NINTENDO GAME

The best real-time lighting ever? The best water effects ever? Quite simply, the best beat-'em-up ever? Where else could you see Luigi's Mansion, Wave Race *and* Super Smash Bros Melee*?*





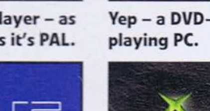
DVD player – as long as it's PAL.



Yep – a DVD-playing PC.



And – a DVD-playing Mac.

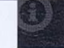


A – cough, cough – **PlayStation 2.**



A – cough, cough, *cough* – **Xbox.**

WHAT?!
Yep, **NGC**'s DVD *will* play on rival consoles – we're big enough to admit that – but the games you're watching won't. Ever. *Rogue Leader* on PS2? Ahahahahaha.



PROBLEM WITH YOUR DISC? Get writing to the following address, quoting **ref: NIN68/06/02**: Future Publishing Disc Department, 3B Athena Avenue, Elgin Industrial Estate, Swindon, SN2 8HF.



NO SPOILER GUARANTEE

We promise not to ruin your enjoyment of forthcoming games by giving away major details, plot twists or surprises. How's that for you?

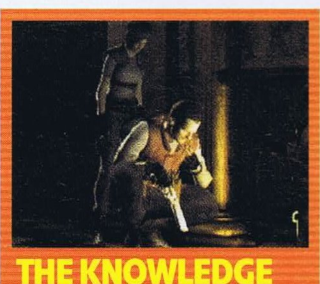
BIOHAZARD

Join Chris Redfield and Jill Valentine once more as they tread the creaky boards of Shinji Mikami's frightening original vision…



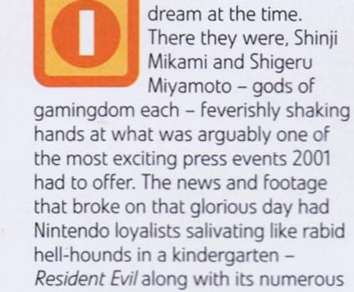
WHAT IS BIOHAZARD?

***Biohazard* is the Japanese name for *Resident Evil*. Turn to page 16 for the full series history.**



THE KNOWLEDGE

- **You're a member of S.T.A.R.S., a special-ops unit investigating a series of grisly murders.**
- **You get trapped in a mansion filled with zombies, killer plants and other assorted mutants.**
- **Wade through a third-person perspective orgy of violence.**
- **Awesome visuals, atmospheric music, brain-teasing puzzles and buckets and buckets of gore.**
- **It's the new *Resident Evil* for crying out loud – what more d'you want?!**



It all seemed like a dream at the time. There they were, Shinji Mikami and Shigeru Miyamoto – gods of gamingdom each – feverishly shaking hands at what was arguably one of the most exciting press events 2001 had to offer. The news and footage that broke on that glorious day had Nintendo loyalists salivating like rabid hell-hounds in a kindergarten – *Resident Evil* along with its numerous sequels (and prequel) were on their way to Gamecube *exclusively* – exactly the kind of news that fans needed to turn the tide of the 'kiddie' criticisms born out of the *Zelda* incident a few months earlier.

Ever since the announcement, Capcom had been kind enough to release a steady trickle of tantalising new shots and sinister game footage to keep us going until we finally got our hands on a finished copy. Thankfully, we didn't have that long to wait because after just five short months it arrived – and it's frighteningly good…



ATMOSFEAR

If you're going to do anything, you need to do it properly. In the case of this hands-on playtest, it would be

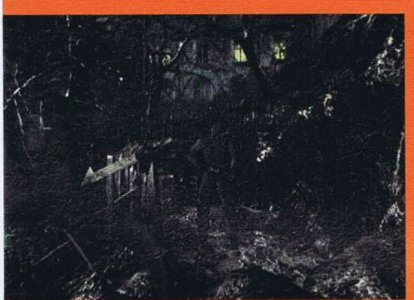


***Biohazard*'s new and improved visuals are alive with activity, brought about by judicious use of FMV, real-time lighting and animation.**

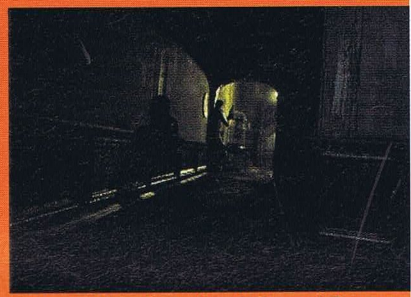


RUMOUR
A samurai sword in *Biohazard*? As nice as it would be to turn zombies into undead pastrami, said rumoured weapon is the samurai *edge*, which is actually a type of gun.

■ The water effects are perhaps the best. Water trickles down stonework, gushes through pipes and ripples and refracts as you wade through it. Absolutely gorgeous.



■ Grass sways in the foreground, trees creak back and forth in the wind, windows buckle and smash as they're hit and dust and mist billow and roll round your ankles.



■ The lighting is vital to *Biohazard*. Rooms are lit by roaring fires, moonlight streaks through cracked windows, and lamps cast elongated shadows down corridors.



△ The opening scene. Whoever you choose to play as at the start will influence your path through the mansion and the direction the story takes.



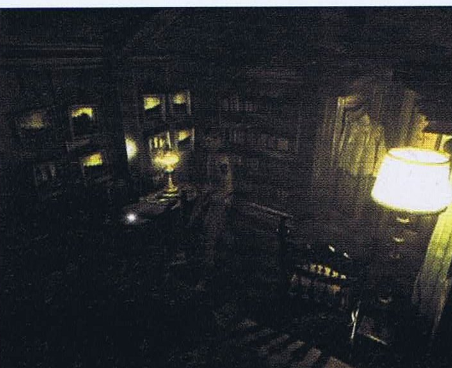


△ Killer bees, anyone? These can be a real pain as they don't to go down for anything short of well-placed bullets, and they're not the easiest things to aim at.





△ Moonlight reflects off cascading water as hidden tentacles grasp at you from under the floorboards…



△ …*Biohazard* will frighten you with both eerie silence and heart-pounding action.

"MIKAMI SAID THE REASON HE SET ABOUT RE-VAMPING RESI WAS TO MAKE USE OF THE CUBE"

rude to go about it in any other way. Firstly, beat off all other competition from office staff to determine who gets to take it home. Secondly, banish everyone from the house, turn off all the lights and set your Gamecube up to the meatiest amplifier you can get your hands on. Lastly, strip down to your underpants, turn up the central heating and get ready to sweat like a… oh, sorry, that's something else.

Still, it *is* all about creating the right atmosphere. Mikami said that the reason he set about revisiting and re-vamping the original mansion was so that he could exploit the Gamecube's power in order to bring the *Resident Evil* franchise closer to his original vision. In essence, Mikami didn't think it was scary enough.

Well, he could have fooled us. You think battling against that wretched rotate-and-shoot control mechanism wasn't scary, huh? How about clumsily sprinting into walls while zombies chewed on your ankles only to discover you'd wasted all your ammo on that frickin' spider? What d'you mean you've kept those bits in? Ah, balderdash.

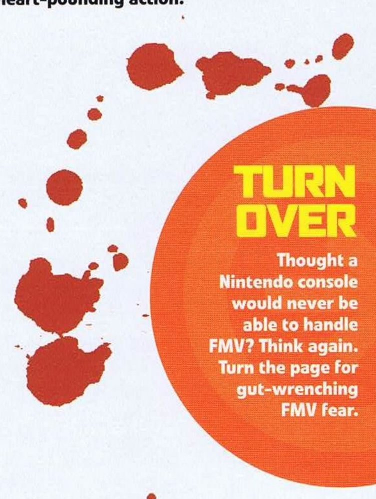
RESIDUAL EVILS?

Yeah, okay, so the ancient control system has returned with a vengeance, and yes, the backgrounds aren't in true 3D, but after just five minutes with *Resident Evil* you'll understand why. They're all an integral part of creating what is undoubtedly one of the most gut-wrenchingly atmospheric games we've ever had the pleasure to play – and that's no exaggeration. Through its high standard of

CHEESE!

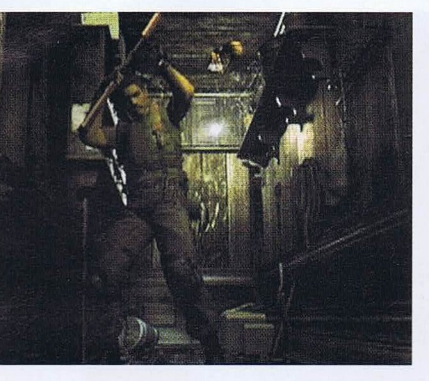


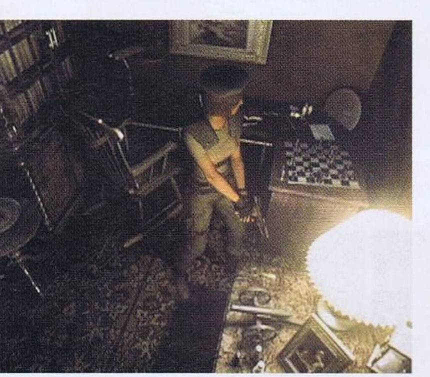
The cheese-tastic dialogue from the original has finally been replaced by some fairly decent voice-acting. Never again will we have to suffer the horror of scenes such as Jill "Master of Unlocking" Valentine's introduction to the lockpick, or Chris "Whaaat *is* it?" Redfield's inability to recognise blood when he sees it. Fools.


TURN OVER
Thought a Nintendo console would never be able to handle FMV? Think again. Turn the page for gut-wrenching FMV fear.

DID YOU KNOW? The scariest zombie film ever made is George A Romero's Night of the Living Dead. It also happened to be Shinji Mikami's influence for the *Resident Evil* series. Creepy…

"You can't help listening for the inimitable sound of the undead, moaning"







△ Entering new locations can be a nerve-wracking business. You never know what's waiting on the other side, hiding in cupboards or in cracks in the wall.



△ Just look at it for crying out loud – the lighting is nothing short of stunning.

"EACH STEP INTO A NEW LOCATION FINDS YOU GETTING MORE CAUTIOUS"



△ The enemies are all incredibly well animated and life-like.

RUMOUR
The Japanese version of *Biohazard* comes with a free memory card. With the US release round the corner it seems western games won't. How surprising… sigh.

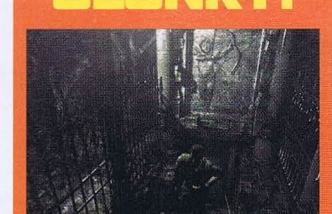


presentation alone, *Biohazard* actually *physically* draws you into its experience.

Indeed, the environments are so utterly gorgeous that you'd have to be the most cynical gamer alive *not* to get sucked into the game's seedy ambience. Take the opening location, for example – the mansion's grandiose main hall is simultaneously delightful yet deeply foreboding. Shadows cascade across the carpeted floors with each bolt of lightning, candles flicker and reflect off the stairway's varnished wooden banisters, and every step you take across the gleaming marble floor echoes eerily around the game's cavernous, central hub. Even at this early stage, you can still feel your nerves tingling and your hair standing on end.

With each new step into every new location, you'll find yourself becoming more and more cautious. You'll start getting that unshakeable feeling that the longer you go without incident the more chance you have of getting your jugular munched by a strategically concealed zombie. From one room to the next you'll find yourself listening for that inimitable sound of the undead moaning and groaning, and then, just as you reckon you've got the sucker pinned down with the business end of your

CLUNKY!



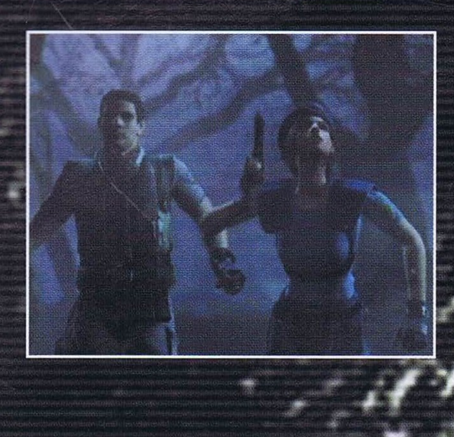
Those clunky controls are back again. We had 'issues' with them in *Resi 2* on N64, but Capcom still insist on keeping them. Thankfully, there are two other control options – the best of which allows you to squeeze the shoulder trigger to walk, or click it down to run, while you steer with the analogue. The C-Stick also lets you turn 180°.





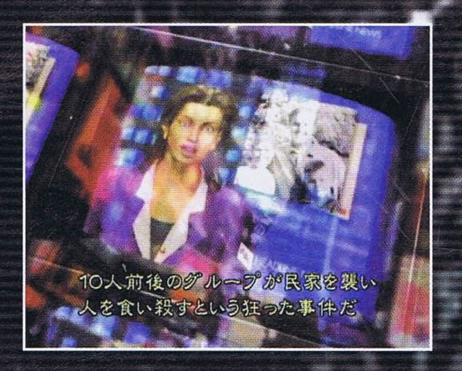






FULL FRONTAL FEAR

One of the bonuses of Nintendo's new format is the ability to show loads of FMV – while it's not the be-all-and-end-all, it does add to the experience of plot-driven adventures…











THE INVESTIGATION

After reports of missing persons and mauled, bloody corpses found half consumed, the authorities send in S.T.A.R.S. (Special Tactics And Rescue Squad) to investigate. En route to their destination they find a downed helicopter, with its crew looking a little worse for wear. The production values in this sequence are very high indeed.





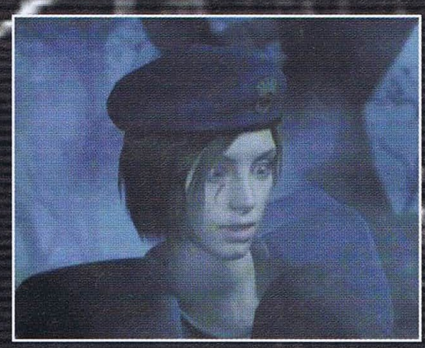






SHOCKER

After investigating the abandoned helicopter, the S.T.A.R.S. team learn the horrible truth – a bunch of mutated Dobermans are tucking into tasty human flesh, when they decide to turn on the new arrivals. The camera is dropped on the ground before the attack, and we see grisly footage of the cameraman being torn to shreds.









LEG IT

The only thing to do now is escape, but the pilot has gone and done a runner – the only place left to hide is in – gulp – the creepy mansion in the distance.

The motion capture on Jill and Chris as they leg it through the forest is simply astounding, and seems to capture the nuances of human character movement perfectly.

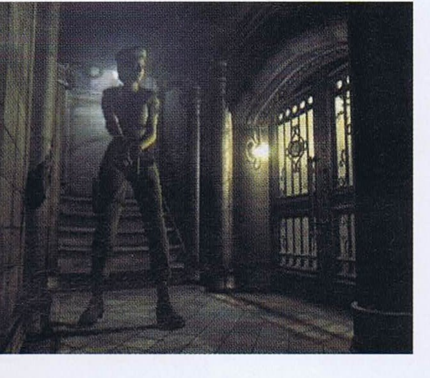




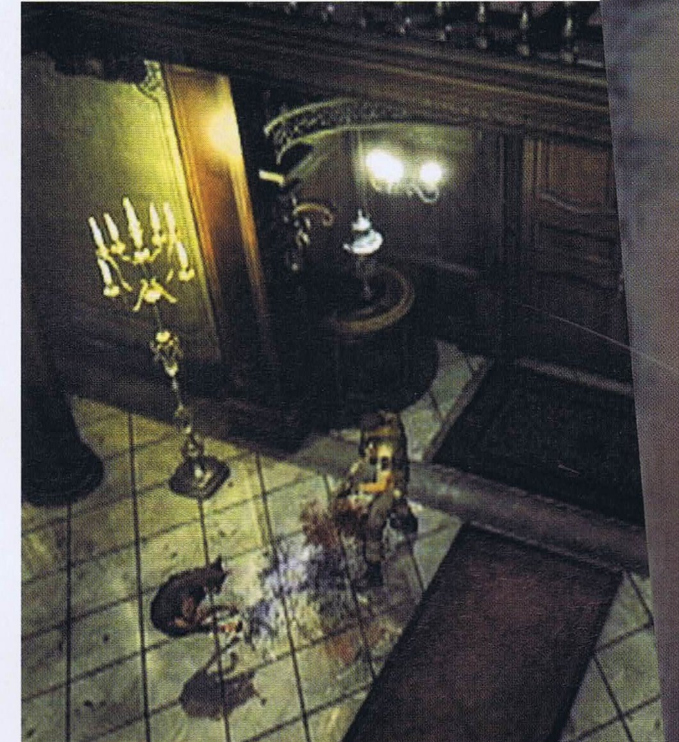
TURN OVER

For a breakdown of the maniac mansion. You'll be crying your eyes out when you see what's in store for you. *And* how many bullets you've got.

"The experience wouldn't be the same in proper 3D"



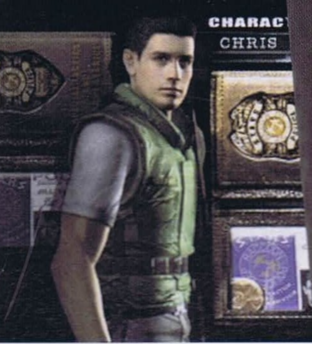




△ Progress through the mansion is incredibly well-paced, keeping you constantly on edge – whether you like it or not.



△ No matter how much Vindaloo he got on his face, Jill could never resist a snog.



△ He doesn't know it yet, but he's to enter a whole new world of grief.

"THE CAMERA OFTEN HIDES POTENTIAL ENEMIES. SCARY STUFF"



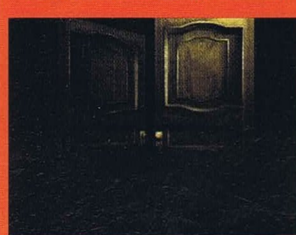
shotgun, an enraged hell-beast will fly at you through the nearest available window and attach its gnashers to your face. The result? You jumping out of your skin and shrieking like a big girl while you pump its horribly deformed body with enough rounds to transform it into a twitching bloody pulp.

Now, if you don't think *Biohazard* has the capacity to scare the living daylights out of you after that, we're sure the beating heart clinging to your tonsils will have something to say about it...

GEO-HAZARD

While some may be quick to chastise Capcom for sticking to pre-rendered backgrounds, it has to be said that the experience just simply wouldn't be the same if the game were in true 3D. The set camera angles would be lost for a start, and it's the use of these that, more often than not, manage to convey the sense of nail-biting cinematic suspense. The angle of the camera also frequently hides potential enemies until the last minute, conveys acute feelings of claustrophobia, or deliberately distances itself from your character so you can see your elongated shadows streaming down a dimly lit hallway – all of which contribute to *Biohazard*'s 'classic horror'

IRRITATE!



Hoping that those exciting door-opening sequences would be a thing of the past? Well, tough luck pal. They're back and they're totally unskippable despite vague promises to the contrary. WOW! Thanks Capcom, just what we always wanted – losing about five hours of our life watching the same sequence over and over.

STORE ROOM

There are two of these places in the main mansion. In here, you can save your game and manage your items. Just like in the other games, there's a voodoo chest that teleports your items from one case to the other. Just drop them all in here and you'll have access to them whenever you find another similar chest.

DINING HALL

The first room you enter after the main hall. Dimly lit with a blazing fireplace at one end and a table laid for one, this room also has an upper gallery giving access to the second floor of the mansion's west wing. Check out the stunning lightning effects in here.

BACK TO THE OLD HAUNT

The last thing we want to do is give away too many surprises, but it would be rude not to give you a quick tour. Here are a couple of choice hot-spots from the earlier stages of the mansion…

GREENHOUSE

This is where you meet the game's first 'boss' (well, sort of) enemy – a beautifully rendered and animated giant tentacled plant-thing. Find a way to dispatch it so you can get past to grab the big pile of loot it's guarding.



GRAVEYARD

This place is great. Glistening moisture on the headstones, grass and trees swaying eerily in the wind, tombs full of rotting corpses and, of course, a blood-filled coffin chained to a wall at one end. A real home from home.

GARDENS

There's something very beautiful about the way that the moonlight falls on the exterior scenes in Biohazard. *Every time you step outside, though, watch out for the angry dogs. They're a little tougher to deal with this time round.*

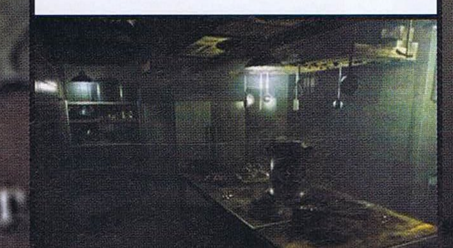


BATHROOM

Nothing really special in here to be honest, but it's typical of the way Biohazard *operates. In this example, you go into the bathroom, bend over to look into the black murky water in the tub, and GYYAAAA! – you get attacked at point-blank range by the zombie hiding in the bath, with hardly enough room to swing a carcass. Sweet.*

KITCHEN

This place is properly rank. There's rotting meat on the table, bugs crawling all over the shop, grime-covered metal fittings, the presence of some decidedly famished undead-types and a nicely flickering fluorescent tube to help put the willies right up you.



MAIN HALL

The stunning central hub of the game and the place where your adventure begins. Just trotting around this area reveals some stunning effects, such as real-time lighting and reflective floor surfaces. Lovely.



TURN OVER

For a How To… on burning corpses, sticking blunt, rusty implements into eyes, and running, bricking it, away from the new super-speed undead…



△ A defence item in action – giving you a chance to escape the zombie's clutches.



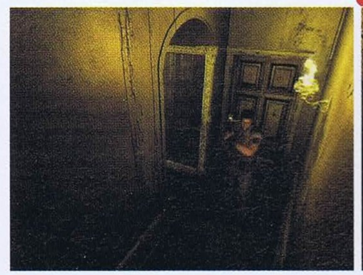
△ Sustain too much damage and both Jill and Chris will display their discomfort by limping and holding their waist.



BURN BABY BURN!

Now this is the kind of addition we like. If you're paranoid about zombies turning into those sprinting crimson-headed bad-boys, there's one fail-safe way to make sure they never get up again. Once you've got them on the floor, take out your knife and stab them in the face a few times to check it's safe before filling your flask with petrol. Now give 'em a quick dose, light them and watch them muthas buuuuurrrrn. Pretty smart fire FX, too. Shame they don't squeal.













△ Some of the nicest visual touches are the murky reflections in the periphery of your vision. Not only do they briefly distract you, but they can also be used to look around corners at zombies in adjacent corridors.

ACTION?
The best thing of all about *Biohazard* is the fact that it doesn't rely on all-out action to keep you interested. The silence and the ambience do this well enough.

atmosphere, and its all very artistically… well, directed.

Still, you don't need us to tell you how beautiful it all looks – the screenshots really speak for themselves. But what can you expect in terms of gameplay? Well, to be perfectly honest with you, not *much* has changed from the originals. The traditional survival-horror diet of finding keys to open up new locations, reading important plot-driving documents, solving increasingly convoluted logic-based puzzles, and battling enemies in tight spaces remains untouched.

Underpinning all that is the strict item-management system, that's perhaps even more stingy than it was

"BIOHAZARD IS STILL A JOY TO PLAY – A TESTAMENT TO ITS SUPERB CRAFTSMANSHIP"

the first time round. You can only ever carry a certain amount of items at any given time – Jill Valentine can lug around eight of them, but in Chris Redfield's case, it's only six. What this means is that you have to carefully plan what you're going to take with you into each new area, while simultaneously juggling your meagre health reserves and frighteningly low ammo supplies. Even the number of possible saves available is limited which, rather effectively, forces you to go into the unknown without that all-important safety blanket.

LASTING IMPRESSIONS

At the time of writing we'd successfully managed to make our way through the adventure with Chris Redfield in the Japanese version of the game. To say that we were utterly hooked from start to finish is an understatement. *Biohazard* grabs you two-fisted by the kumquats and refuses to let you go until you're

KNIVES!



Give a warm round of applause for the new defence items. Basically, they're items such as knives or grenades you can use to deal surprise zombie attacks. If you find yourself in the clutches of the undead, your character will jab a dagger in the zombie's eye hole, or blow the whole head clean off by jamming a grenade in their gob.

EWW, GROSS! The most violent zombie film ever is Peter Jackson's Braindead, at the end of which scores of undead are dismembered with… a *petrol-driven lawnmower*! Great.

Capcom's horror house taken apart for *you*!

DIE YOU %*@$ERS! DIIEEEE!

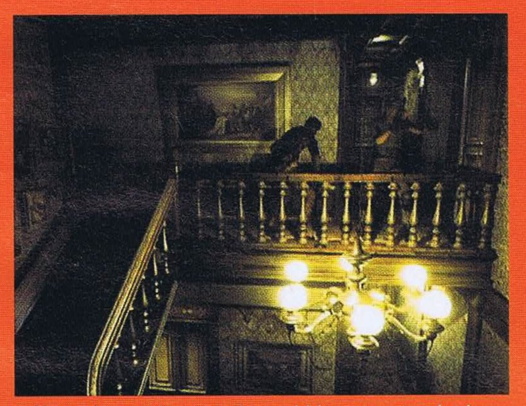
Dead people don't come more persistent than these guys…



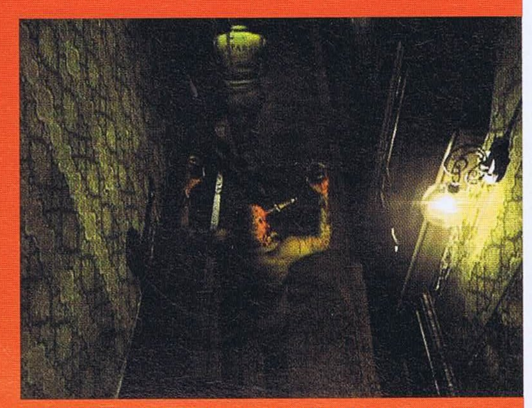
■ Zombies, then. Stupid, dead, and with poor dental hygiene and a rubbish eye for the season's latest fashions. Or are they? Well (other than the fashion bit), you'd think so, wouldn't you? But this time they have a few surprises up their sleeves…



■ In *Biohazard* the zombies are real swines. Once you've shot them good and proper they go down and stay down… for a while. Return after a few hours and you'll discover that they've turned into terrifying, sprinting zombies o'doom.



■ Not only are they tough as old boots, not only do they take clawed swipes at your head, they actually *run* after you as well. Not just normal running around, either – we're talking a full-on Chris Akabusi here.



■ Naturally, your first port of call will be the nearest exit. But sadly, Capcom have given them the ability to rattle doors and then bust them open. Now if *that* doesn't fill your pants, we don't know what will.



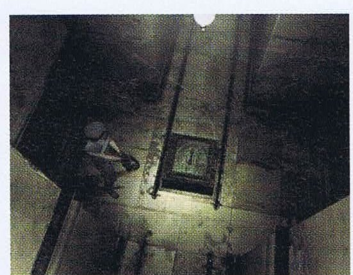
△ Dave Zombie just fell for the old 'grenade in the mouth' joke.

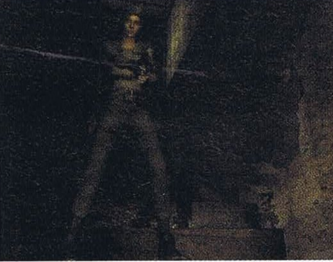
TURN OVER FOR MORE RESI
Including exclusive shots of *RE Zero*…

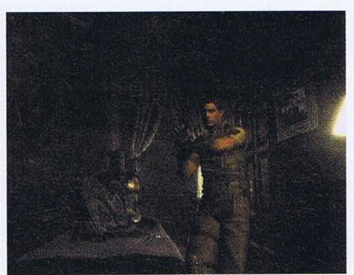




△ The mansion is very big in itself, but there are also exterior sections.





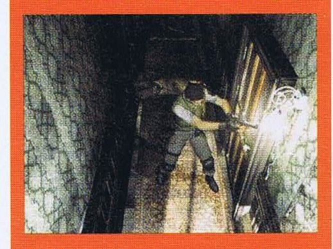


△ One of the first main puzzles in the game is this. While the teasers are quite tricky to solve at times, they're never unfair and always remain logical. With time and common sense, you'll be able to overcome them.

either horribly mauled without a bullet to your name, or knackered and victorious (without a bullet to your name). Moreover, once you've finished, the compulsion to return to the mansion with another character is very strong. Primarily because there are tons of easter-eggs hidden away for you to discover, but mainly because the experience is so cinematic, so involving and so downright rewarding that it demands to be played with the exclusion of everything else. Even with the Japanese text, which makes reading the numerous files dotted around the mansion impossible, *Biohazard* is still a complete joy to play – testament, perhaps to the instinctive and masterful craftsmanship of the whole experience. This game truly *rocks*.

As far as veterans of the series are concerned, it has to be said that *Biohazard* is definitely worth playing, no matter how well you know the original. There's something very compelling about revisiting your old gaming haunts, and, in some ways, a past knowledge of the original goes some way to enhancing your enjoyment of this latest version. That's not to say it's all familiar, mind. There are new puzzles, new enemies and new locations to see, and by our reckoning, we'd say that the game – along with it's many secrets – is a sufficiently different experience to please *everyone*. Frighteningly good.

HOOKED!



Get hooked up to a surround sound system, you'll be in for a real treat. The music changes depending on your situation, becoming frantic as you battle and more sombre when infiltrating gloomy, unexplored areas. Best of all, though, has to be the flesh-chewing sounds, bullets ripping through zombie, and the ever-present moans of the undead.







RESIDENT EVIL
THE COMPLETE SERIES BREAKDOWN

Your guide to which Gamecube-exclusive *Resident Evil* is coming when…

NGC EXCLUSIVE SHOTS!
Main characters Rebecca Chambers and Billy Cohen have undergone massive redesigns – as has the mansion where the game is set. Amazing…

RESIDENT EVIL ZERO
JAPAN WINTER 2002

Originally an N64 game, *Zero* – a prequel to the first *Resident Evil* – is now a stunning-looking Gamecube exclusive, detailing the sinister origins of the Umbrella Corporation and their creation of the T-Virus. Nothing has been seen of it for *months*, but a few seconds before we went to press, Capcom released these brand-new shots to Japanese gaming magazines of the main characters in action.

If you've followed the progress of *Zero* since its inception on N64, you'll note that the environments have undergone an extensive refurbishment – the amount of juice Shinji Mikami and pals squeezed from the Cube for the first *Resi* is likely to be a fair indication of how much lead designer Yoshiki Okamoto and his team should be able to do with this. Sources tell us it'll be at E3. We'll have more next issue.

LOOK WHAT YOU'VE MISSED!
The first verdict on the new *Resi* – remember, we're the only mag who can give you a GENUINE score…



RESIDENT EVIL
UK AUGUST/SEPTEMBER 2002

The original has already been taken apart in our massive preview, starting page eight. Out in Japan now, the game is scheduled to hit the US on 30th April and the UK in late August.



RESIDENT EVIL 2
JAPAN AUTUMN 2002

Although the N64 got its very own version of *RE2*, Capcom are planning to perform a similarly extensive operation on this urban slaughter-fest. They're also promising a 2002 release.



RESIDENT EVIL NEMESIS
JAPAN 2003 UK 2003

Don't expect *Nemesis* this year, but do expect a refurbishment of eye-popping brilliance – this threequel was brilliant on PSOne, offering masses of replay value and loads of secrets.



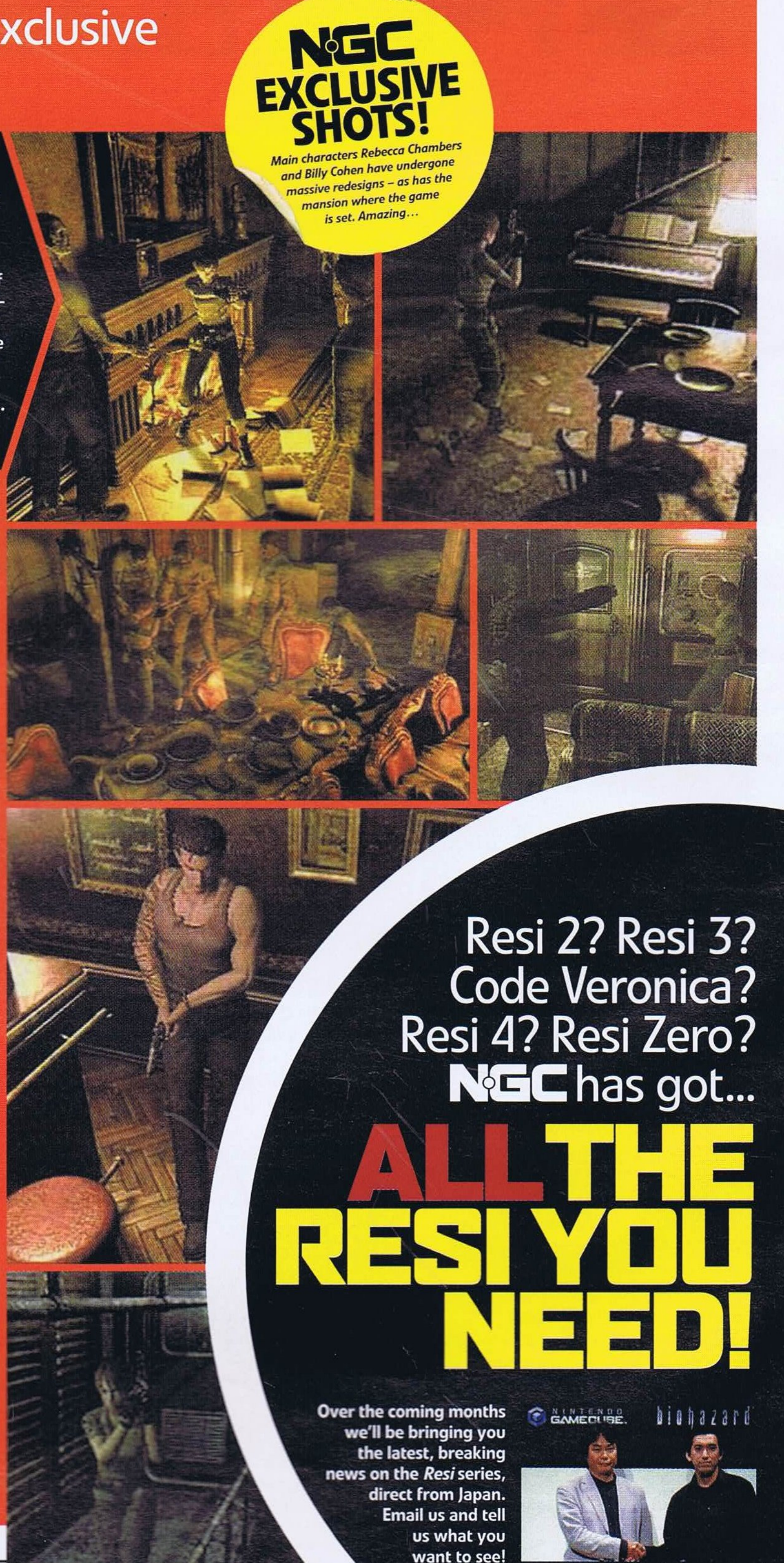
RESIDENT EVIL: CODE VERONICA
JAPAN 2003 UK 2003

Arguably the best *Resi* of all, this Dreamcast original was twice the size of the previous games and offered the most intriguing and complex storyline.



RESIDENT EVIL 4
JAPAN 2003 UK 2003

Along with *Zero*, the capture of the year for Nintendo. Originally in development for PS2, this super-secret sequel is now set for release exclusively on Gamecube next year.

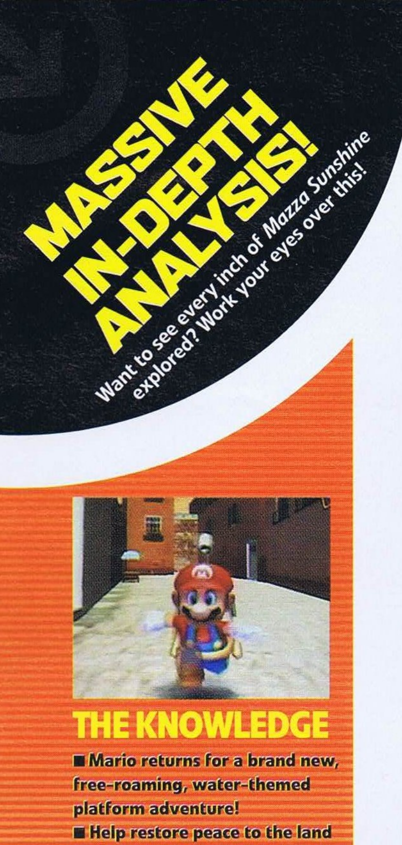


Resi 2? Resi 3? Code Veronica? Resi 4? Resi Zero? NGC has got…

ALL THE RESI YOU NEED!

Over the coming months we'll be bringing you the latest, breaking news on the *Resi* series, direct from Japan. Email us and tell us what you want to see!

NINTENDO GAMECUBE. biohazard



THE KNOWLEDGE

- Mario returns for a brand new, free-roaming, water-themed platform adventure!
- Help restore peace to the land by cleaning up paint and hunting for Mario's imposter!
- All-new backpack for water-squirting high-jinks!
- Huge environments boasting real-time lighting, reflections and silky-smooth camera work!
- Ultra-slick animation on Mario and his repertoire of moves.

THIS LOT ALSO DID...

- Too many to mention. But we'll mention two all the same.

Zelda 64 (NGC/24)
Probably the best game *ever*.

Mario 64 (NGC/1)
Following close behind.

△ Mario's world is slowly coming into focus – and, as with all things Gamecube, it's looking gorgeously big. Just have a gander at that Piranha Plant!

MARIO SUNSHINE

The plumber's got his pack on, hip hip hip hooray! (*My word, you're getting the sack* – Ed).




You can't help but get ridiculously excited at the prospect of an all-new *Mario* adventure. In fact, we'd go as far as saying it's *impossible* not to get excited. For the last 20 years or so, Mario has offered more innovative, more mesmerising and more entertaining gaming experiences than any other game character. No ifs, no buts – Mario is king. The plucky plumber's resumé speaks for itself. For starters, four out of his five 'main' adventures have been unanimously dubbed the 'best game ever' on release – his awesome NES debut, the incredible *Super Mario 3*, the ultra-refined *Super Mario World* and the epoch-making *Mario 64* have all consistently dropped gamers' jaws time and time again. Now, after breaking tradition by allowing his brother to take up the launch gauntlet, Mario's set to return in what is shaping up to be a genuinely mouth-watering evolution of *Mario 64's* legacy – *Mario Sunshine*.

As per usual, Nintendo are keeping details of Mario's new adventure close to their chests – and who can blame them? With a series that's so renowned for innovation, you never know which cheap-ass third-party developer will poach its ideas, but that said, the more screenshots we see, the more titbits of information we're able to accumulate, and the more intrigued we become.

> **"THERE'S A HEARTWARMING RICHNESS OF EXPRESSION IN MARIO'S CHEEKY FEATURES"**

As you can see from the shots themselves, one thing is glaringly apparent – *Mario Sunshine* isn't exactly the prettiest-looking game in

△ Windmills and Mediterranean-style buildings – it's a whole new world...

△ Further proof of the water theme – a giant, but friendly, blue spotted octopus.



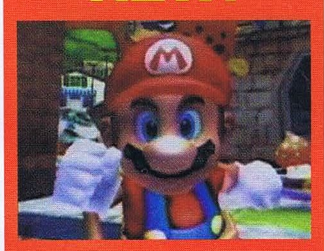
△ Mario will be required to fullfil the villagers' tasks.

YOSHI!

He *will* be appearing in the game, as Greener spotted him when he went to speak to Shigsy – but we have no idea if he'll be rideable or not. Here's hoping.

Mario Sunshine? On your TV? That means – you're going to like this – the sun always shines on TV! Er, you know, the song. By A-ha. Anyone?

NEW!



Last issue we told you about *Mario Sunshine*'s rather bizarre plot – well (surprise surprise), things just got a whole lot weirder. The basics are essentially the same. Mario and Peach are taking a well-deserved holiday when 'scribbles' start appearing around the idyllic landscape of the sunny island. Not only does this upset the island's locals, but they start blaming ol' Mazza himself. Why? Well apparently, there's someone going about disguised as Mario and vandalising the place. As you can guess, It's up to Mario to go about clearing his good name by bringing the scoundrel to justice.

the world. In fact, compared to the likes of *Starfox Adventures* the textures look (dare we say it) pretty weak, although the care and attention lavished on the Mario model itself is certainly evident, with a high polygon count, some subtle textures and the heart-warming richness of expression in Mario's cheeky features. Still, we'd be lying if we said that we weren't ever so slightly disappointed with some aspects of the game's presentation – especially when we *first* saw the shots, but the beauty and subtlety of *Mario Sunshine* only really becomes apparent once you actually see the game in motion. In essence, *Mario Sunshine* is *Mario 64*'s successor both literally and in terms of look. The best analogy we could use to explain it is by drawing parallels between *Mario 3* on the NES and *Super Mario World* on the SNES. Just as the latter was a bigger, slicker, deeper and more refined evolution of *Mario 3*'s ideas and core gameplay, the same can be said for *Mario Sunshine* in relation to *Mario 64*. Many aspects of the control – and, indeed, Mario's skill set – remain. Only this time, expect the kind of dynamism in Mario's movements, camera mechanics and interactivity with the surrounding environment to be *vastly* improved. Naturally there's *far* more to it than that. To simply dismiss *Sunshine* as an upgraded *Mario 64* would be ridiculous, but hopefully it'll go some way to describing ▶

WHAT IN THE HECK?

There are just so many rumours flying about and so many intriguing details to be found in the new shots that we'd like to hear your ideas on the new Mazza game – and in particular, what the cheeky plumber's backpack is all about. What's that concertina thing for? What does it do? What is the secondary function of the backpack? If you think you know, why not drop us a line, and we'll print the best theories in our August issue. Send your ideas to 'Mazza Magic', **NGC**, 30 Monmouth Street, Bath, BA1 2BW or email ngc@futurenet.co.uk.



"There's a richness of expression in Mario's cheeky features"

UP CLOSE AND PERSONAL

COIN COLLECTION
The staple diet of any self-respecting plumber – but is it the standard coins that give Mazza extra lives now, or the all-new sun coins? We'd harbour a guess that 100 sun coins hand Super M an extra life, given the look of the Sun Meter to the right.

WATER
The GC's aptitude for water effects is simply incredible – and this is another prime example of the machine's special effects hardware flexing its muscle. We know that Mario can swim about in Sunshine, but it's not yet been revealed where he fills his backpack up. It seems likely, though, that it will fill up the moment he drops into H2O.

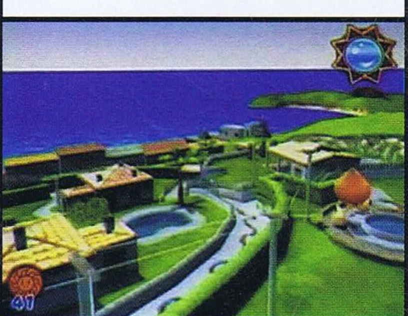
SUN METER
Quite simply Mazza's new life meter. Watch this fill up and then – at 100 – reward the dungareed platform king an extra life.

TEXTURES
So far, so sorely lacking. The brickwork and metal girders found in some parts of the level are rather nice – but other areas don't seem to have moved that far beyond the N64 days. Not to say that this area won't improve, but it might be interesting to see whether Shigsy and his team decide to use the hardware for other areas of the game.

FADING AND BLURRING
At a certain point in the distance the scenery blurs significantly. This could be down to a number of factors – to give an added impression of depth (this seems most likely, to be honest), to relieve some stress from Gamecube's processor (allowing more pressing matters to be executed more smoothly), a technique more recently used in Rogue Leader, *or maybe to create some kind of heat haze from Mario's surroundings. Either way, the effect is an interesting new direction.*

OIL
Seems to have replaced the rainbow splatters from the original footage – but this stuff seems much more dynamic. Bubbles swell and burst on its shimmering surface, while GC's multiple texture-layering capabilities give it a shifting viscosity unlike anything we've seen before.

ENVIRONMENT
There have been loads of rumours flying about recently. Some say it will all take place in similar surroundings. Others say the game will be broken down into a series of levels, and yet others suggest that there'll be multiple environments on a free-roaming expanse (we're inclined to go with the latter). The most recent 'rumour' is that Mario's world is capable of morphing, with land lowering and raising at certain key points!





BACKPACK
Since last issue it's come to our attention that this mightn't be the only thing Mario straps to his back – while the pack itself may have more than one function. Also of interest is the blue concertina-style formation at the top of the pack itself – is it a pump of some kind?

the kind of experience you can look forward to.

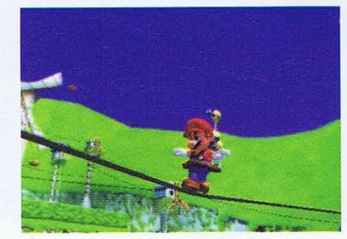
So what about the new stuff, then? First of all, on top of the usual running, platforming, jumping, swimming and climbing, Mario has the use of his now-infamous backpack to clean up the numerous oily slicks polluting the Mediterranean-style environments. On top of that, Mario can now tightrope-walk across suspended wires, grab and dangle from the mesh fences and climb them and punch through their swing gates like he did in *Super Mario World*.

Another focus of the carefully selected screenshots are the local



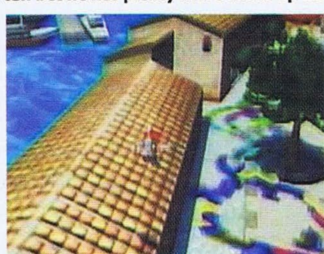
△ Good old Nintendo. Purple hula-blobs with trees growing out of their heads.


△ Ah, bless. Long time no see, fella.


△ Tight analogue control a go-go.



△ Can Mazza swing hand-over-hand up this mesh? We hope so - either way, you can bet he has plenty more tricks up his sleeves, the hilarious handyman.


△ So where's this new mature Mario Miyamoto was talking about?


△ One of the most impressive aspects of *Sunshine* is the size of the world.

MULTIPLE MESS MYSTERY

'Oily messes', 'Scribbles', 'Graffiti' or just your bog-standard 'black sky-blobs'? Exactly what's going on is anyone's guess, but as recent plot details suggest, they're the result of some joker (let's call him Rustin Bleaters, for sake of argument) dressing up as Mario and causing untold amounts of grief to the locals. Now, the problem we have is this – if Rustin is busy 'scribbling' all over the shop, who in the wide, wide world of sports is dropping all that freaky black goo everywhere? Also, to confound matters even more, the Spaceworld 2001 footage showed rainbow-coloured paint that actually *looked* like scribbles – the newer shots just show bubbling black oil slicks on the ground, without a single rainbow mess to be found. Have a look at these. See?



EXHIBIT A

EXHIBIT B

So the question is, are there in fact *two* kinds of mess to clean up? One that's scribbly and rainbow coloured and another that's black and oily? Or, have the rainbow messes of the old footage been permanently replaced by the bubbly black stuff? Suffice to say, no one's 100% sure, but here's another one: where does Bowser fit into all this? If at all? Surely the spiky dino must be involved somewhere? Could he be responsible for the oil…?

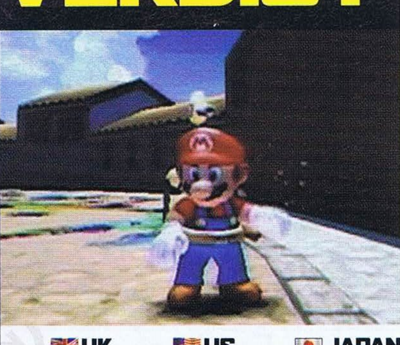
"THIS EXUDES THE KIND OF MAGIC THAT WE'VE ONLY SEEN FROM THE LIKES OF ZELDA"

villagers who populate *Mario Sunshine*'s environment. Mario can be seen 'chatting' to these cute 'n' chunky locals (who bear a passing resemblance to the Blue Meanies in the Beatles' twisted animated feature *Yellow Submarine*), while in older footage we saw at Spaceworld last year, they could be seen massing in groups in front of certain buildings. Quite what role they play is still unknown, but in a recent interview with Shigsy, it came out that these inhabitants are none-too-pleased with all the oily mess dropping from the skies, so Mario takes it upon himself to clean the place up for them. What a nice bloke.

So far, this is all the concrete evidence we have to go on – and (short of storming Nintendo HQ in Kyoto with Jud's growing arsenal of heavy weaponry) this is all we're likely to get until we eventually get to play it at E3. In the meantime, we'll continue to pester our spies in the hope that they slip us some extra info. However, one thing's for *certain*. From what we've seen at the various annual trade shows, interviews and press conferences we've attended, *Super Mario Sunshine* (as it's now been renamed) continues to exude that kind of intangible magic that we've only seen from the likes of *Legend of Zelda*. Coupled with the continued promise of mind-blowing surprises, such as the possibility of multiple applications for Mazza's backpack, you can bet that *Sunshine* will be everything you could hope for… and a whole lot more.

NGC VERDICT

It's hard to judge anything when all you've seen is a handful of screenshots and loads of behind-closed-doors footage. That said, the unanimous **NGC** verdict is that Miyamoto is once again weaving his magic into another imaginative, surprise-filled *Mario* adventure. You always get the feeling that he's busting to tell you more than he's allowed to (he always makes a point of saying that there are certain things he's banned from mentioning), and the man is genuinely excited about bringing Mario back to the fore come E3 – at which point, after a lengthy play session, we'll be able to share our experiences and tell you a whole lot more. Check out next month's issue of **NGC** for a full run-down.



UK XMAS | US SEPT | JAPAN JULY

WHAT WE WANT TO SEE INCLUDED

- A rideable Yoshi, a rideable Yoshi and… er… how about a rideable Yoshi? That would be good.
- The chance to fly around would be really incredible, given the powerful new hardware involved.
- Mario and Luigi in a co-operative mode. Just as Shigsy once hinted.

ANTICIPATION RATING







THE KNOWLEDGE

- Set before the first *Turok*, it stars Saquin indian Tal'Set, who is transported to the Lost Lands to become Turok, 'Son of Stone'.
- Features 25 different prehistoric species, including velociraptors, pteranodons and a bloody great brachiosaur.
- Your armoury now includes the Swarm Bore, which attacks various points on the body simultaneously. Nasty…
- Foliage reacts realistically: leaves rustle, trees sway.

THIS LOT ALSO DID...

- **Turok (NGC/1)** Still to be bettered original with the world's greatest arsenal.
- **Turok 2: Seeds of Evil (NGC/21)** Inferior sequel, but packed with blood, guns and great graphics.



△ Big gun – check. Dinosaur – check. Gore – check. Yep, that's *Turok* all right.



△ Those reptilian scum are your sworn enemy – time to go clubbin'.



△ The Tek Bow makes a welcome return to the proceedings.

TURORK EVOLUTION

The dino-hunter returns! Exclusive gameplay details revealed as we chat to the man behind the monster…



Five years and three not altogether successful sequels since the brilliant original, *Turok* is back. But now he's fully evolved, 'Cubed up and back to his roots, inhabiting the lush, primeval landscapes of the original game, where the jungles are populated by dinosaurs – really *big* ones.

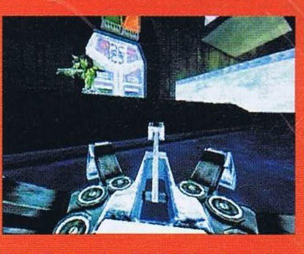
As Creative Director David Dienstbier tells **NGC**: "The brachiosaurus is large, but the largest dinosaur is the Juggernaut, which combines machine and animal." Sounds good. Sounds even better when he reveals that the Juggernaut is over "one kilometre in length".

The action takes place in what Dienstbier describes as a "cosmic junkyard", like the flipside of the Bermuda Triangle. "Different time periods are thrown together," he explains, "and are all encapsulated in this jungle environment. It's a primordial world – a mix of hi-tech and low-tech."

Dienstbier and co. have gone to great lengths to recreate a living, breathing environment where trees sway and individual blades of grass move. "It's very in-tune with nature," he says. "For example, we've included the rustle of bushes as a forewarning of indigenous life, but is the sound harmless or a predator? That's for the player to find out and learn to react to."

Turok's over-the-top weaponry is legendary,





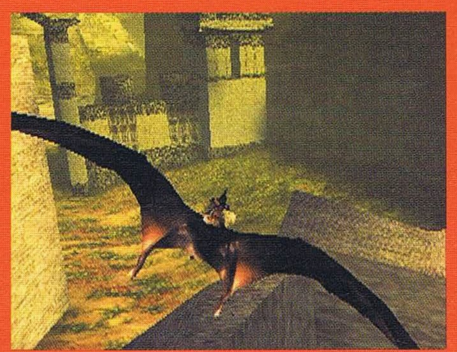
Details are slowly filtering out of *Turok* HQ in Texas and the big news this month is that one of Tal'Set's weapons is this funky remote control spider droid. Once launched, you can guide it across the floor, scurry up to enemies unnoticed, and then gas 'em, blow 'em up or lure 'em back to your waiting, hungry gun barrel. Nice.

FLYING TONIGHT!

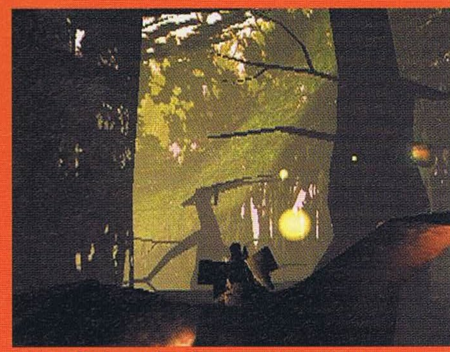
You got to ride a Styracosaurus in *Turok 2*, and so it seems only fitting that on Gamecube, you get to fly first-class with Air Pteranodon. Exits are there, there and... well, everywhere, to be honest.



■ This segment has you swooping low over the verdant landscape, blasting dinosaurs and attacking the airborne enemy fighters.



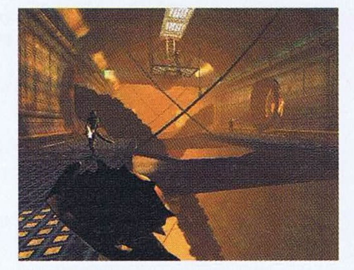
■ The sequence we saw was pretty smooth, and really shows off the new landscape design of *Turok Evolution*.



■ Your flight path takes you deep into enemy territory, over water, through caves and even between the legs of grazing brachiosaurs.



△ Sorry, but for once our money's on the two lizards with ruddy big guns.



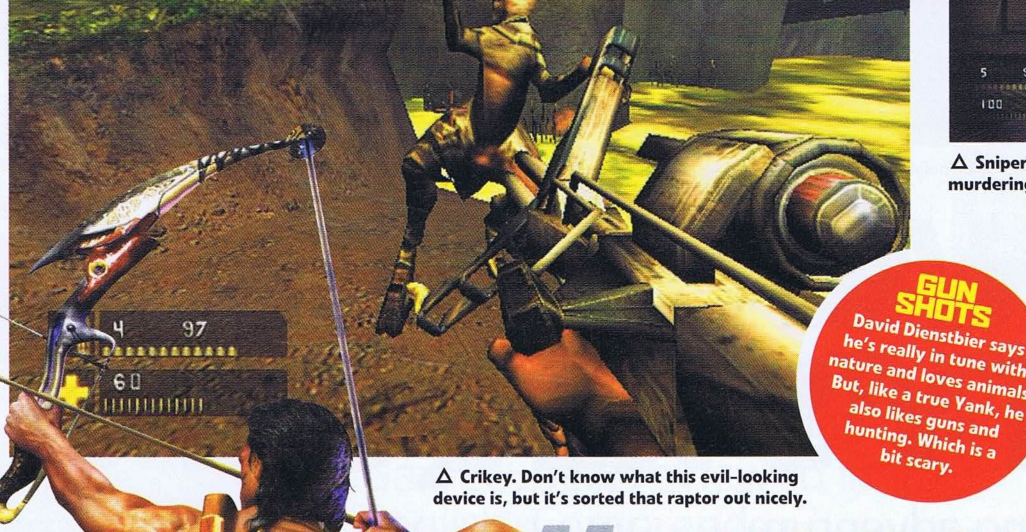
△ Good job you can't smell *Turok Evolution* – this bit looks real stinky.



△ Sniper-view. We like sniping. Reminds us of murdering goons in *GoldenEye* on N64... happy days.



△ Some of the interior shots look fantastically atmospheric.



△ Crikey. Don't know what this evil-looking device is, but it's sorted that raptor out nicely.

GUN SHOTS
David Dienstbier says he's really in tune with nature and loves animals. But, like a true Yank, he also likes guns and hunting. Which is a bit scary.

> "TUROK'S WEAPONRY IS NOW CRAZIER THAN EVER ON GAMECUBE..."

and with the power of Gamecube at its disposal, you can expect greater and gorier fatalities. "The weapons are crazier than ever," proclaims Dienstbier, "with remote spider robots that can be used as lures, explosives, or gas bombs. Each use of this single weapon can make a significant difference in the game and, of course, the simple act of using the device can leave the player at risk from roaming enemies."

Indeed, the enemy AI has been beefed up and now has a major affect on events and how you choose to play. Stealth now plays a bigger role, so you could, for instance, merely injure one of your foes, allowing his cries of agony to attract others into your line of fire. Alternatively, you could go and attack some raptors, lead them back to the enemy forces, and watch the ensuing carnage...

Dienstbier gleefully describes *Turok Evolution* as "Dinotopia meets Omaha Beach", which sounds like a great recipe for a blood-soaked death frenzy. Rest assured we'll be revisiting the Lost Lands between now and our exclusive review in September.

NGC VERDICT

Just when we thought the franchise had gone the way of the diplodocus, this latest instalment looks to have injected new life into the *Turok* universe. It's good to see more dinosaurs, and the landscapes are huge, detailed and beautifully realised. To be honest, the shots so far look a bit PS2 (all pixelly and angular), so we're hoping the Gamecube version will be tweaked to make use of its better texturing and lighting effects. As long as Acclaim learn from their mistakes with *Turok 2* (massive, complex levels, too few save points), everything should be fine. The idea of having more story-driven gameplay – à la *Half-Life* – sounds cool, and the improved AI should make replaying levels much more enjoyable. We've got high hopes for this one.



UK 6 SEPT | US SEPT | JAPAN TBA

WHAT WE WANT TO SEE INCLUDED

- A chase sequence on raptors, steering between the legs of big dinosaurs. Like the speeder bike bit in Return of the Jedi.
- A decent multiplayer option – for once.
- A hunter-killer weapon like the one in *Half-Life* which tracks your enemies down and devours them. Messily.
- More jungles and temples, less crappy sci-fi and indoor levels.

ANTICIPATION RATING









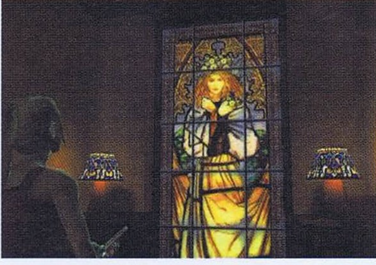



THE KNOWLEDGE

- The quest is split across 2,000 years and 12 different locations. Running away from the various monsters slowly drives your character insane.
- Historically accurate settings, costumes and weaponry.
- Characters consist of around 5,000 polygons each.
- The game runs at a silky 60 frames per second.

THIS LOT ALSO DID…

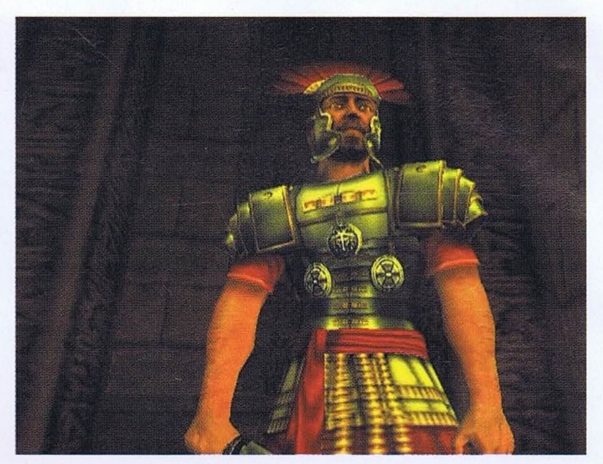
- **Legacy of Kain (PlayStation/PC)** Impressive-at-the-time adventure, stacked with bloodsuckers and decapitation.



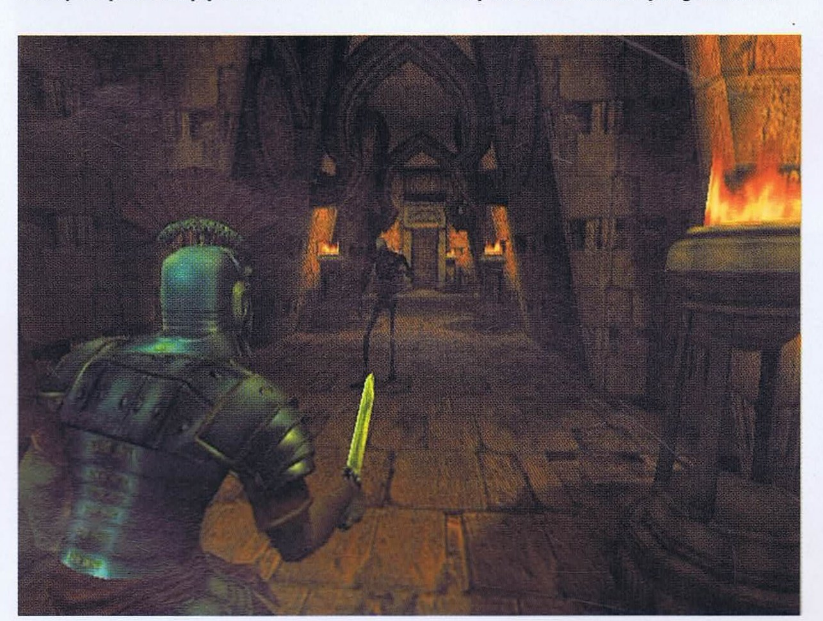
△ Nice stained glass artwork – and those Tiffany lamps are simply divine…



△ Urk. Well, we hadn't seen this particular beauty before. No wonder you go bonkers.



△ Pious' collection of Roman Pogs was the envy of the legion.



△ Centurion Pious Augustus is one of the game's principal characters. Small weapon, mind.



△ Spellcasting is accompanied by outlandish particle effects.



ETERNAL DARKNESS SANITY'S REQUIEM

This dark, forbidding adventure will literally drive you mad…

First, the bad news. A few months ago, we played *Eternal Darkness* first hand. And it was, well, rubbish. The combat system was fiddly; the gameplay dull; the collision detection awful; the locations cramped… and don't get us started on the freakin' camera.

> **"YOU START GIBBERING INCOHERENTLY AND SUFFERING HALLUCINATIONS"**

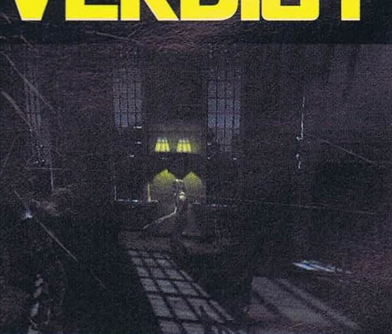
But now the good news. The version we played was early beta code, and according to our sources in the US, things have come on a hell of a lot since then. For starters, one of the early characters – a skirt-wearing Knight Templar by the name of Joseph de Molay – has now been removed completely due to his lack of agility. Also, the previously secret magic spell system has now been revealed, enabling the player to enchant the various weapons, making them more powerful and able to unlock new areas. You can also summon up creatures to do your bidding, such as the Trapper – a scorpion-like beast which eliminates a single enemy, and then perishes.

The game also features a Sanity Meter, which fills up as you run away from enemies. Eventually, you start gibbering incoherently and suffering hallucinations. Not unlike the **NGC** office around deadline, then.



NGC VERDICT

There's still a lot that's unknown about *Eternal Darkness*: we've still not seen many of the enemies or sampled any of the 'insanity effects' beyond the one where your arms and legs inexplicably fall off. Odd. But with the assistance of Nintendo Japan, plus the fact that it's been in the works for about four years, hopes remain high that Silicon Knights can deliver the goods. There are still some nagging doubts, but we'll see for sure come its summer release.



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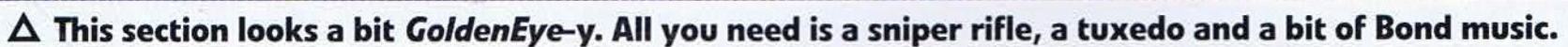
ANTICIPATION RATING

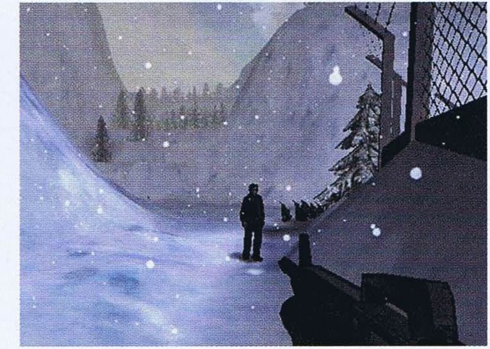
    

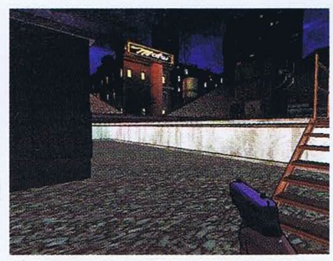
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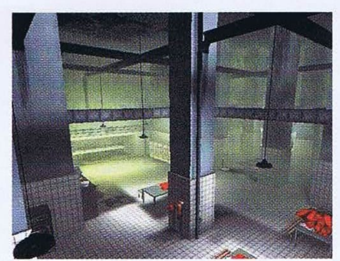




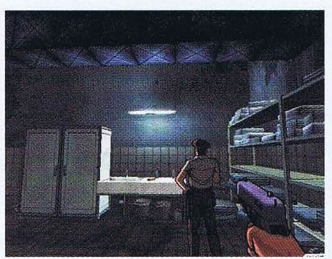

△ This section looks a bit *GoldenEye*-y. All you need is a sniper rifle, a tuxedo and a bit of Bond music.


△ Just like being *in* the comic. Without speech bubbles.

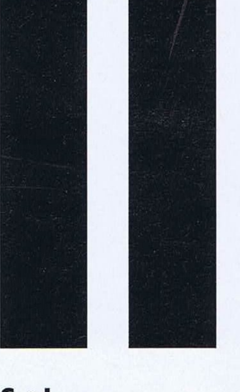

△ Hope cel-shading doesn't go out of fashion by the time *XIII* appears…


△ These interiors are smart. It's that popular 'converted warehouse' look.


△ A bit of knife-throwing. Makes a change from the usual limpet mines.


△ One minute you're having a crafty fag; the next, you're dead-meat.

NGC INDEPENDENT NINTENDO GAMING HANDS-ON PLAYTEST

XIII



It's the French game of the Belgian comic on the Japanese Gamecube. Previewed in English. Comprendez?


△ Hey, nice camo gear. Typically stylish French game design, as ever.

Ex, eye, eye, eye? X-three? Thirteen? At this stage we're not quite sure how you pronounce it, but we do know that it's a first-person shooter, it's based on a Belgian comic book by the fantastically named Jean Van Hamme (the creator of Largo Winch), and the twist is, it's cel-shaded.

Yep, Sega's *Jet Set Radio* (or *Wacky Races*, depending who you speak to) has a lot to answer for. Since cel-shading first burst onto Dreamcast two years ago, we've been inundated with cartoon-lookers: *Cel Damage*, *Auto Modellista* and, of course, the forthcoming Gamecube *Zelda*.

XIII is the first FPS to use the treatment, though, and it's looking pretty funky. The game – which is being frantically coded in Paris as we speak – is based on the *Unreal II* game engine, and promises smooth textures, fluid animation, high frame rates and "enemy artificial intelligence at the pinnacle of technological game design". Strong claims indeed.

XIII's storyline is a cocktail of conspiracy, laced with intrigue and topped with a creamy layer of espionage. One fascinating aspect is the inclusion of flashback sequences, which reveal clues as to the plot's eventual conclusion.

The Gamecube version supports split-screen multiplayer action, and given that the shots so far look uncannily like a high-res, cartoon version of *GoldenEye*'s Severnya missions, we can't help but think that Ubi Soft could be onto a winner.

All will be revealed in future issues of **NGC**. Possibly even the next one.

THE KNOWLEDGE

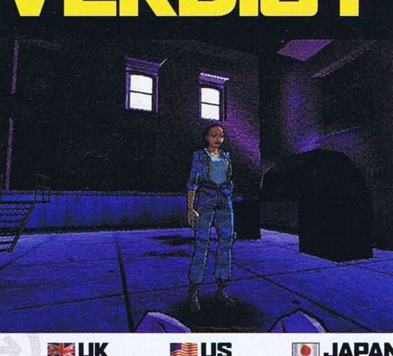
- Based on the comic book of the same name, by Belgian author Jean Van Hamme and illustrator William Vance. Between 1984 and 2002, the duo created 15 XIII books.
- XIII refers to the nameless main character, who's found washed up on a beach, with amnesia, and the figure XIII tattooed on his left collarbone.
- The game employs the sublime *Unreal II* 3D engine. Nicely.

THIS LOT ALSO DID...

- **Rayman 2 (NGC/34)**
  Aggravating, limbless freak. Inexplicably sells loads, though.
- **Batman Vengeance (NGC/67)**
  A surprisingly enjoyable 3D beat-'em-up. With Mark Hamill.

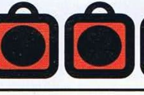
NGC VERDICT


Given that *XIII* isn't due until 2003, it's a bit early to make a judgement call. Ubi Soft will be first with a cel-shaded FPS, and since it's based on a comic book, the graphic style works nicely. The *XIII* stories sound intriguing, and with the power of *Unreal II* driving the graphics, it should look pretty tasty. It'll probably all come down to timing: with *Turok Evo*, *Perfect Dark 2*, *Metroid* and *Die Hard: Vendetta* all lining up to steal your money, *XIII* just might be a bit late to the party…



UK 2003 | US 2003 | JAPAN UNLIKELY













THE KNOWLEDGE

- 3D weapons based beat 'em up from Namco.
- Huge roster of characters, each with a unique weapon and fighting style.
- Eight-way run function for ease of manoeuvrability.
- Gorgeous arenas and fully motion captured character models with slick animation and detailed textures.
- Nearly a year and a half in development. Should be good.

THIS LOT ALSO DID...

- **Soul Edge (PlayStation)**
  The creaky old original effects-laden sword-bash-a-thon.
- **Pac-Man (arcades, 1982)**
  Yellow eyeless head munches pills in a haunted maze. Insane.

△ Cassandra takes up the Omega Sword and Nemea Shield to follow in her sister Sophitia's footsteps...

SOUL CALIBUR 2

The world's greatest and most eye-popping beat-'em-up nears completion. Swordon Bennett!



There's something about the vibrancy of *Soul Calibur* that sets it firmly apart from any other fighter. Actually, that's a bare faced lie – it's *so far* beyond the reach of its competitors that it's verging on the obscene... what's that? *Tekken* you say? Don't make us laugh! We've got two words reserved especially for *Tekken* dad Heihachi Mishima and his buddies – and we're not allowed to print them here.

So what makes the *Soul* games so special, then? Well, it's simple really. Speed, fluidity, responsiveness and whopping great skull-smashing axes deftly woven into what have, in our opinion, been the most refreshing brawlers in existence since the original *Soul Edge* emerged in 1995. It's the weapons-based fighting combined with some of the most impressive motion-captured character movement ever witnessed that really does it. If you've ever played the DC original and unlocked the character exhibitions you'll know what we mean – every fighter is animated to perfection, displaying subtleties and nuances in their stances and weapon techniques that make other fighters look stilted and clumsy. As you'd expect, *Soul Calibur 2* ups the ante even more, bringing a startling impression of realism to the movement in the game.

> **"SOUL CALIBUR IS SO FAR BEYOND THE REACH OF ITS COMPETITORS, IT'S OBSCENE"**

The reason we say 'impression' is because, aside from the genuine martial arts moves motion captured from professionals, *Soul Calibur 2* throws in some decidedly mental fighting techniques to help keep



△ The variety of fighters on offer has always been very pleasing. Every character has a suitably diverse range of moves which warrants a drastic change in tactics depending on who you're up against.

ARMOURY

Allegedly, *SC2* will feature fewer weapons. A shame – one of the best things about the original PS version was the selectable weapon option.

△ Wielding giant axes and swords and fighting with heavier, slower characters has never ben more fun.

NEW!

The arenas are now much more involved. Rather than having a square floating on water or suspended in the air, *Soul Calibur 2*'s spaces will be littered with walls, wooden structures, portcullises and statues. This means that you can batter people against them for extra damage, use them for defensive purposes or to trap opponents. While this is definitely a great addition, we we're worried that the classic *Soul* tactic of shoving people out of the ring would be lost. Thankfully though, NGC sources in Japan have confirmed that this facility remains intact, giving us the best of both worlds.

things interesting – and interested you will be. Watching the busty demon-hunting ninja Taki leap around followed by trails of glowing blue neon is one thing, but witnessing the 'Roth ricochet some poor sap between the arena walls and his oversized tool (before grabbing them by the feet and launching them into the stratosphere) is another thing entirely.

The amount of moves, non-linear combos, specials and especially throws is healthy to say the least, while the spectacle of every move is accompanied by some thoroughly gorgeous traces, special effects and impact sparks. And as far as the games character roster is concerned, we've been informed that approximately 70 per cent of the original *Calibur* cast are intact. Newcomers include Hon Yun Tsung (the Hwang lookalike), who enters the fold alongside Tarim and a young lass in the shape of Sophitia's little sister Cassandra. Unfortunately, there's no word on **NGC** favourites Sung Mina, Yoshimitsu, Edge Master, Lizardman or Cervantes – so we'll just have to keep our fingers crossed.

One of the more interesting aspects about *SC2* comes from the control mechanism itself. Namco are keeping the old four-button attack interface the same. Horizontal and vertical slashes combined with kick and block will remain, with

△ Voldo's back and just as twisted as he ever was…

△ …with his bizarre fighting style and weird throws.

SLASH 'N' BURN!

SPECIAL EFFECTS
The kind of over-the-top transparencies and lighting effects that can put you in a coma. These actually serve a purpose beyond just being eye-candy, too. Recognising the type of attack being unleashed (via the colour trails) is key to holding your defences.

ARENAS
As usual, these are top-notch. Forget all that 'leaving your footprints in the snow' malarkey – we want to fight in massive Buddhist temples and… erm… libraries! Yes.

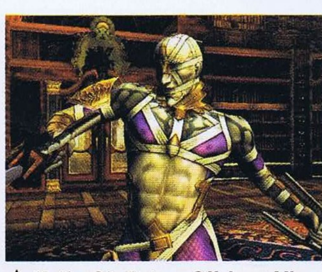
CHARACTERS
Silky-smooth animation, with a staggering wealth of attacking moves. Ranging from big and heavy to light and nimble Soul Calibur's characters are near-perfectly balanced, doing away with all that horrible 'top-tier' business.

TEXTURES
Lovely as always, but a little lacking in places right now. Obviously there's still some way to go, and with the vast majority of the gameplay already in place (beta testing started yonks ago), the visuals will be next up for the full treatment.

FEET
Soul Calibur was renowned for its eight-way run feature, that allowed players to circle their opponents in dodge attacks and set themselves up for a killer combo.

STRIKING POINT
Despite its wide range of moves, Soul Calibur is actually quite easy to read once you get the hang of things. What this means is that experienced players can enjoy long, strategic block and parry rallies as they attempt to exploit weaknesses in their opponent – although saying that, mashing buttons like a right gumbo can be just as rewarding.


△ The potential for custom and juggle combos has always been high.


△ Mother? Is that you? Help me! I'm dyin' here, ma…


△ The mixture of different fighters is exceptionally well balanced.


△ Now that's what we call whiplash. That Taki never had it so good.



△ Now there's something you don't see every day. If we were in his shoes, we'd be doing a damn sight more than staring at Voldo's crotch – our razor-sharp blade would be up that Italian weirdo faster than you can say "the best a man can get".

△ The last thing anyone wants is to be straddled by the 'Roth.

CONFIRMED
If you're familiar with the series then you'll want to know which members of the original have been confirmed. So far it stands like this: Astaroth, Nightmare, Kilik, Taki, Ivy, Mitsurugi, Xianghua and Voldo.

△ Sweet Jimmy Cricket! Beautiful special effects and detailed characters make *Soul Calibur 2* as joyous to watch as it is to play.

△ 'Ave some! Mitsurugi takes the full force of the Soul Blade right in his miserable bearded face.



△ Voldo's agility makes dodging and countering attacks a joy, while his array of moves easily confuses opponents.

NEW!



One of the best things about the first two games was the massive wealth of options and unlockables on offer. It's still unconfirmed as to what kind of treats will be included in *SC2*, but expect the usual Arcade and Versus modes and, *almost* certainly, some kind of challenge-based story mode, where you have to travel the globe fulfilling strict criteria in each battle. As for the rest, we really don't know, but we're hoping and praying that they'll supply an art gallery, museum and exhibition mode – even if it's just to shut Geraint up.

"IF YOU THOUGHT THE DC VERSION LOOKED IMPRESSIVE, GET A LOAD OF THIS IN ACTION"

simultaneous button presses required to broaden your attacking options. The difference now is that the relationship between these attacking moves is far more defined, allowing for strategic interplay between the two. For example, a horizontal slash timed correctly in answer to a vertical attack will counter the blow, opening up your opponent for a free strike. Combined with blocking and parrying techniques, this will allow a far more dynamic fighting experience.

That's not where the story ends, though. The icing on the cake is *Soul Calibur*'s excellent eight-way running mechanism that allows you to freely circle your opponent. Contrary to recent reports (probably due to inadequate translation of Japanese articles) we can confirm the eight-way run remains the same, except this time being players can block and even attack while moving, thanks to a technique called motion blending that allows two separate actions to be combined in one swift movement. This goes a long way to making *SC2* feel far more invigorating, with characters blocking, parrying and counter-striking while on the move.

If you thought the fights in the DC version looked impressive, wait until you see this beauty in action – it can only be described as watching *Soul Calibur* on steroids. We'll have more details for you in the very next issue.

NGC VERDICT

If you hadn't already guessed, we're huge fans of the *Soul* series, and we're also firm believers that they've always been the best 3D fighters available, offering far more immediacy and intuitive fighting mechanics than the competition. The sheer accessibility combined with an untold depth has kept the Dreamcast's versus mode one of the most played games around, and so the prospect of a more refined, stunningly attractive and frighteningly fast sequel is enough to have us quivering in anticipation. Ooooh.

What more can we say? We're awaiting E3 with baited breath where we'll report back on the latest version. Already, though, our spies in Japan say this is looking absolutely brilliant. We can't wait.

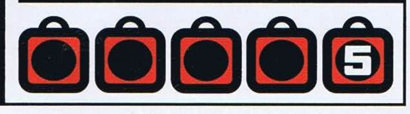


UK SPRING 03 | US WINTER | JAPAN AUTUMN

WHAT WE WANT TO SEE INCLUDED

- Loads of unlockable weapons and costumes PLEEEASE – and where the hell is Sung Mina, *dammit*?!?
- A extensive art gallery and museum like the DC version.
- Smashable scenery and multiple levels would be nice.
- An extensive story mode with some more innovative challenges.

ANTICIPATION RATING



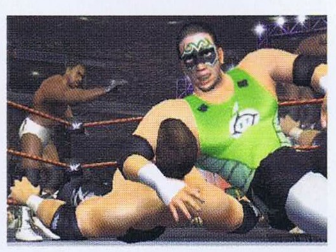


WWF X8

X-cited? You should be…

Sounds like a wrestling fan's dream come true, this one: you can choose from around 40 characters from both the WWF and WCW federations, it boasts a completely new 3D engine, and includes a single-player career Championship mode, as well as one-on-one and two-on-two tag-team modes. The counter system and lack of a grapple move makes it feel more like *Smackdown!* on PS2, rather than the sim-style of *No Mercy* on the N64, but at least it'll be fast and frantic. *WWF X8* is due this summer.

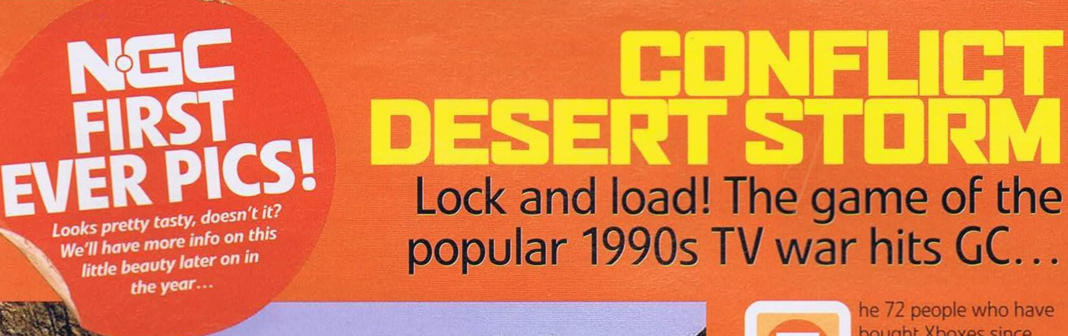




△ We wouldn't want to say Hurricane looks a bit of a nuffter, but he does.



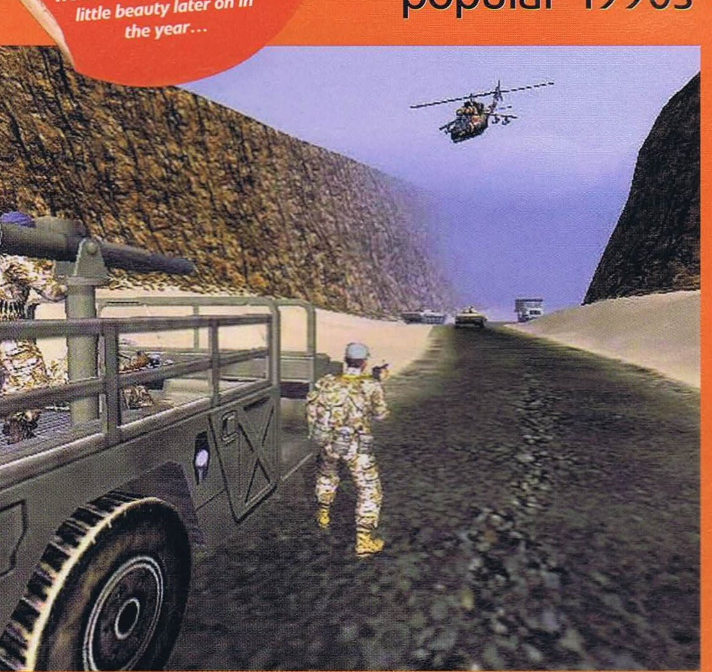
△ Booker T gets down and dirty by crushing his opponent's tiny skull. Yak.

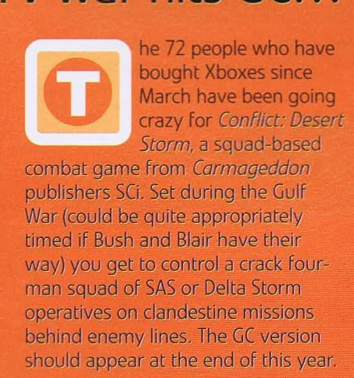


N·GC FIRST EVER PICS! Looks pretty tasty, doesn't it? We'll have more info on this little beauty later on in the year…

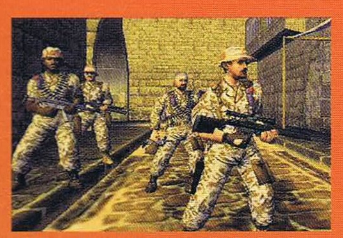
CONFLICT DESERT STORM

Lock and load! The game of the popular 1990s TV war hits GC…





The 72 people who have bought Xboxes since March have been going crazy for *Conflict: Desert Storm*, a squad-based combat game from *Carmageddon* publishers SCi. Set during the Gulf War (could be quite appropriately timed if Bush and Blair have their way) you get to control a crack four-man squad of SAS or Delta Storm operatives on clandestine missions behind enemy lines. The GC version should appear at the end of this year.



△ Despite the bad-ass hardware, these guys look suspiciously camp…

ZOO CUBE



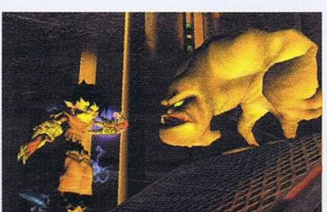


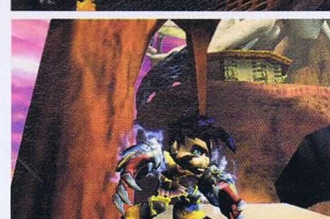
△ Animal kebabs again for tea.

Think *Tetrisphere* with animals. Or, more precisely, bits of animals. Disturbing, huh? Well that's pretty much what *Zoo Cube* is all about. It's kind of *Tetris* on three axes with various bits of mutated animals instead of geometric shapes. It's your task to line up pairs of matching animal 'chunks' to restore the poor creatures to their natural states, and return them to the flying ark. As you'd expect, it boasts head-to-head and co-operative modes. Expect to see it in Autumn on GC and GBA.

VEXX

Amazingly, Gamecube still doesn't have a 'proper' 3D platform game. Cue *Vexx*, from Acclaim – an adventure platformer in the vein of *Super Mario 64* and *Banjo-Kazooie*. The game has 18 levels spread over six worlds (including a predictable array of lava, ice and water worlds) and features night/day cycles, weather effects and hidden minigames. The hero, cunningly named Vexx, is armed with gauntlets that let him glide, climb, power-swim, and destroy enemies with his ground-pound. Not terribly original, but good looking and a nice change from Acclaim's more established franchises.





△ Vexx is a punchy little fella with an Elvis quiff and a manicure problem.

DID YOU KNOW? While US Special Forces in Afghanistan go by codenames like 'Mountain Lion', British Marines are lumbered with 'Ptarmigan' – a small, rather crap Alaskan grouse.

SPIDER... SENSE... TINGLING.

SPIDER-MAN™

GO BEYOND THE MOVIE. JUNE 2002

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OUR PROMISE

We've spent years securing the biggest and best contacts inside the world's most important companies. Our news is properly sourced, expertly written and thoroughly researched. You can trust what you read here – that's why Newsdesk is the best magazine news service on Planet Earth.

IN NEWS THIS MONTH

NINTENDO TOUCH DOWN IN EUROPE

WE INVESTIGATE THE GAMECUBE'S IMPACT ON THE UK, AND LOOK AHEAD TO A WHOLE NEW ERA OF NEXT-GEN NINTENDO GAMING… BY GERAINT EVANS

Finally! Nintendo's Gamecube hit UK shores on 3rd May – and while most deemed it a stunning success (not least Nintendo themselves), the launch proved to be predictably unsettled for both punters and store owners alike.

Pre-orders may have reached a level even Nintendo must have been surprised at (around 50,000 on launch day) but, as is inevitable with any new console launch (except for Xbox, of course – see 'War!' for more details), successful unit allocation proved to be a sticking point, with many retailers left feeling short-changed as far as distribution was concerned.



△ A late pre-order scheme, but Gamecube is still very much sought after.

RETAIL THERAPY

Of course, these problems didn't apply to the *entire* retail sector. Leading outlets such as Game and Electronics Boutique, for example, experienced little difficulty. "In all honesty, we're actually quite surprised" explains Jo Taylor, PR Manager for the Game retail chain. "The campaign is going extremely well and there's been a sustained interest in the console. (There was even interest) months before we began pre-orders…"

HMV were also finding demand to be very strong. "We've only recently started a pre-order scheme," said HMV's Marketing Manager Anne Downing, prior to launch day. "We allocated all our machines for the first day, with no surplus stock." But as is always the case with a console launch, demand always outstrips supply. HMV for example, (possibly because of their late uptake of the pre-order scheme) only received 5,000 units – for all of the UK.

FAIR PLAY?

As a rule, anger at the shortage has mainly been voiced by the independent retailers (and parents of children who didn't pre-order). While chains such as Virgin had no problem with their allocation, stores like E-Play in Bristol weren't so lucky. "We didn't receive as many units as we initially expected," says Matthew James at E-Play. "We knew there was going to be a major shortage and so for a while we had to stop taking pre-orders so that we could guarantee anyone who put down a deposit would get their Gamecube. The last thing we want to do is disappoint our customers



△ If you didn't heed these wise words then chances are you went Cube-less.



NEW ZELDA IN THE WORKS?
Could it be true? Is there going to be a new Zelda game? No! Just as we headed off to the printers rumours reached us that Nintendo were planning on re-releasing brilliant N64 adventure Zelda: Ocarina of Time. We did some research, and it seems unlikely… but we'll see.

NAMCO UK = EA UK
It's official! Namco UK can't comment on any of their games. Nice.

WHO ARE WE? This month's news is researched and written by Tim Weaver, Geraint Evans, Martin Kitts and Steve Jarratt. Tim's undoubtedly the funniest and best-looking.

WAR!

Disastrous Xbox launch leads to price drop and all-out console battle – bring it on!

Nintendo claimed the first victory in 2002's much-anticipated console wars as Microsoft dropped the price of their Xbox after four weeks of unmitigated disaster – only for Nintendo to do the same a couple of days later.

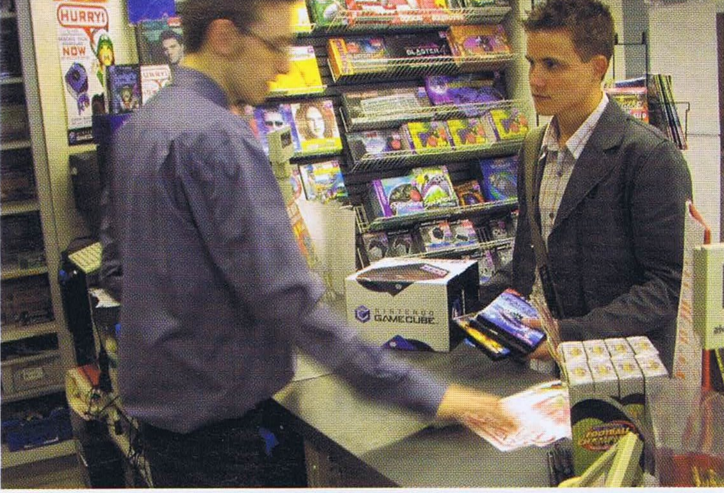
BILL AND HIS BILLIONS

Xbox had a decent enough launch but the aftermath saw sales dip as low as 4000 a week. When things get that bad, you know something's wrong – about £300 wrong by all accounts. So, obviously unconcerned about losing a reported $5 billion across five years, Bill Gates and pals slashed 100 quid off Xbox. A bold move by the super-rich Microsoft but one that Nintendo weren't unduly worried about. When asked, Shelly Friend from Nintendo told **NGC**: "We remain confident that Gamecube is the right proposition. We have a dedicated games console, we have the biggest and best software line-up, we have a good price point and we believe the consumer wants what we're offering. While the price is important, it's also about the software. We believe we have the strongest launch line-up and the strongest line-up for 2002."

CUBE TO £130

But while the price may have been important on the Wednesday, it obviously wasn't by the Monday as Gamecube dropped to an absolutely staggeringly essential *130 quid!* By our calculations that makes it the cheapest console launch ever and ensures that Gamecube is 70 quid less than Xbox and PS2.

Incredible. Not least because this is so unlike the Nintendo that launched and helped isolate the N64. Finally they're showing they can mix it with the best – and not a moment too soon. Good show Nintendo – let's have some more.





△ Not everyone was so lucky, thanks to Nintendo's meagre UK unit allocation.

and, naturally we don't want to send them elsewhere. It's been difficult."

Fortunately, after the initial launch rush, Nintendo pledged an additional million Gamecubes across Europe in order to continue the push – all of which are predicted to be installed in homes eight weeks from launch. So if you were unlucky enough to have missed out on 3rd May, a steady stream of units should be hitting stores as you read this.

> **"AFTER THE INITIAL LAUNCH, NINTENDO PLEDGED AN EXTRA MILLION CUBES ACROSS EUROPE"**

As far as the software is concerned however, the situation is nowhere near as problematic, with early indications showing that the hottest properties on Gamecube-emblazoned shelves are *Luigi's Mansion* and *Rogue Leader*, with many GC adopters purchasing a console along with both titles. At the end of the day though, it was the sheer wealth of titles on offer at launch that really impressed. Almost every conceivable gaming flavour has been catered for along with a sound selection of top-drawer titles appealing to a wide-ranging audience. This is, perhaps, Gamecube's biggest strength.



△ As usual, the indie has suffered most.

FIGHT FOR THE FUTURE...

So, not a problem-free performance from Nintendo, but still very impressive – but what of the future? Concerned that your brand new GC will hit a software lull of PS2, Xbox and (*sniff*) N64 proportions? No chance. The upcoming portfolio of software makes the launch line up look like a bargain-bin. *Smash Bros Melee* is so close you should be able to smell it (and you can see it in action on page 58), *Pikmin* is only round the corner, *Starfox Adventures* is still set for autumn, *Zelda* is slated for Christmas, and then we have the teensy-small matter of a certain Italian plumber only a handful of months away. And on top of that there's a slew of big-name third-party and 'second-party' releases, such as the intriguing *Eternal Darkness*.

NEW BEST FRIEND

So what happened to this alleged 'lack of third-party' support then? E3 will whack the final nail in the coffin as far as that particular inaccuracy is concerned, and more importantly, open the gaming world's eyes to a barrage of superb titles from the loudest gaming giants the industry has to offer. Sega, Konami, Namco, Capcom and, more recently, the prodigal Squaresoft have all pledged their talents to Gamecube, maintaining its superior software selection. The most notable of these include the entire *Resident Evil* series from Capcom, re-worked and re-mastered to perfection along with two all-new instalments. Following on from these comes Namco's long-awaited sequel to *Soul Calibur*, Sega's RPG classics *Phantasy Star Online* and *Skies of Arcadia*, Acclaim's *Turok Evolution* and a whole lot more… the list is, it would seem, endless.

Naturally, though, the games at the top of everyone's wish list are Miyamoto's next-gen instalments of *Mario* and *Zelda* (you can get the latest on *Mario Sunshine* on page 18) with the latter being the most anticipated of all. Thankfully, as Nintendo's head of PR Shelly Friend confirmed to **NGC**, there will be "playable versions of *Mario* and *Zelda* at E3", finally giving gamers the chance to judge Link's controversial 'new direction' fairly.

Well have the full story on that, and more, in next months news.

THE RARE SCARE

Rumours reached fever pitch this month regarding the alleged acquisition of *GoldenEye* developers Rare by American publisher Activision. The news was so widespread and reportedly so concrete that Tim ended up being interviewed by several trade newspapers on the matter.

But just as we suspected, the news was misleading tosh – we contacted Rare to get an official comment and they told us in no uncertain terms that it was a load of old "cobblers".

So there you have it. Not exactly the 'official comment' we were after, but um… well, it's a start at least.



SHORT CUTS



SEGA'S GBA BLOWOUT

How does this grab you? THQ and Sega are set to bring – get this – *Virtua Tennis, Crazy Taxi, Super Monkey Ball* and *Phantasy Star Collection* to GBA. Quite how the first three will work is anybody's guess, but given the strength of GBA's hidden powers expect something very special indeed. Out of all of them though, *Phantasy Star Collection* really excites us, as it's the series' first three instalments on one cartridge. That's a mind-blowing amount of grade-A RPG merchandise – we simply can't wait.



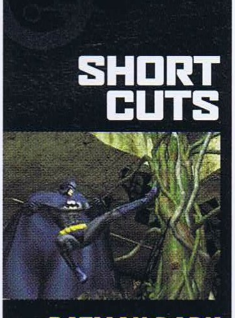
LET ME BE YOUR PHANTASY

Phantasy Star Online has undergone a name change. Now titled *Phantasy Star online: Episode1 & 2*, there are many additions to the package that exceed either Dreamcast version. For example, three new character classes (RAmarl, FOmar and HUcaseal) are to be included, as well as two new worlds exclusive to the Gamecube version.

It was also announced that *Phantasy Star Online* will come in a variety of bundles, including such items as a *PSO* keyboard and modem, but whether they'll ever make it to the UK is uncertain.

YOU FETT YOUR LIFE
LucasArts have released a trailer for Bounty Hunter on Gamecube – and it's rubbish! The game – which features Geraint's favourite Star Wars character Jango Fett – sees said bounty hunter firing his guns left and right at the same time while mincing around like Dale Winton. No in-game footage as yet, but we await it with baited breath.

SHORT CUTS



BATMAN DARK TOMORROW – NEW, ER, SHOT!
Unfortunately, shots of Kemco's DC comic licence arrived just a little too late for us to reveal in full this issue, so until next month you'll have to make do with just the one up there. For what it's worth, though, it's looking very nice indeed. We promise we'll have a more in-depth sneak peek for you in time for the next issue of **NGC**, though, so keep your eyes peeled wide open.



FIRE STARTER
At long last. Nintendo's *Fire Emblem* (a strategy RPG from the makers of *Advance Wars*) and Magical Vacation (sprawling adventure from the makers of *Secret of Mana*) are finally ready to be translated and released in the US. Both games are very highly regarded and we've been hoping that they'd make an appearance ever since they were announced in Japan. Hopefully this is a sign that more Japanese releases will make their way west. More on these very soon indeed.

SEGA TO MAKE F-ZERO GAMECUBE

Daytona coders given the go-ahead to bring *F-Zero* to the Cube…



You'd better believe it. Following on from the news that Namco, Sega and Nintendo were teaming up to bring us the 'Triforce' arcade hardware, Nintendo have announced that Sega will take on development duties on one of their hottest properties.

F-Zero, probably the finest future racer *ever*, is set for a high-powered sequel courtesy of Sega internal studio Amusement Vision – the development team behind Gamecube's superlative *Super Monkey Ball* and the critically acclaimed arcade classic *Daytona USA*.

RACING CERTAINTIES

Surprised? Don't be. Amusement Vision have a proven track record in the arcade – *Daytona* was *brilliant* – and their expertise in this field will prove invaluable to *F-Zero* in terms of quality and the game's potential new direction.

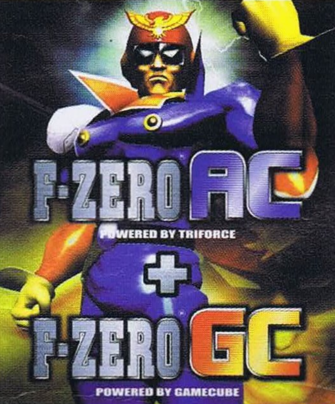
You see, the most exciting facet of *F-Zero*'s development comes with the realisation that it will in fact be *two* games – the tentatively titled *F-Zero AC*, an arcade game, and *F-Zero GC*, a home console version. The idea behind this is that data will be transferable between both titles via Gamecube's physically small, but vast (in terms of storage capacity) memory card.

CARD SWAP

Unfortunately, specific details regarding both the gameplay and home-to-arcade connectivity were non-existent, but plainly the potential for such a device is staggering. Imagine playing your Gamecube version at home, perhaps using a vehicle or track editor, and then taking the fruits of your labours to an arcade for some 18-player link-play. Alternatively, you could go to the arcade, download ghost data from the machine's highest-scoring racer, and take it home to see if you can do better.

Like Nintendo, Sega are very keen to move gaming forward using the potential of connectivity, and this is just another superb example of what possibilities the idea holds. It's also worth remembering that Sega already have experience of this sort of thing after flexing their muscles with a similar idea in Japan with the Dreamcast's VMU. Unfortunately, adopters of this technology were few and far between, as were the games themselves.

Still, between them, the two companies should be able to come up with an application for the technology that's attractive enough to be successful. And *F-Zero* is as big a step in that direction as you could hope for. **GE**





△ **Who'd-a-thunkit? A nifty device to let arcade machines cross-pollinate with GC!**

WHAT IS PICHU BROS?

Good question – and one Nintendo aren't likely to answer until E3.

On The Big N's website this month, they updated their games listing with an entry called Pichu Bros: Party Panic. Interesting. Could this be a new game featuring the lovable pre-evolved Pikachu in some kind of Mario Party outing?

Unsurprisingly, no one at Nintendo was available for comment, but initial rumblings coming from our contacts in Japan suggest this is more concrete than last year's pre-E3 listing which included the likes of 100 Marios and Marionette, both 'games' that promptly disappeared. In fact, one source told NGC it's likely the game will appear in video form at E3. We'll know for sure soon. TW

BEACHES AND CREAM

Stick on the sunscreen – Sega are back with, er, beach volleyball.



What must Nintendo of Japan chief Hiroshi Yamauchi be thinking? A few years ago, he wouldn't even allow red blood to be included in the SNES version of *Mortal Kombat* – now we've got lashings of gore, oodles of violence, and Sega games. And not only, that, but Sega games featuring scantily-clad laydeez. The poor old bloke must be coughing into his cup of virgin's blood.

As you've probably guessed, *Beach Spikers* is a beach volley ball simulation, replete with dusky maidens in skimpy bikinis. This arcade-style title features simple pick-up-'n'-play controls, employing the joypad and two buttons (pass and shoot) with just a target sight and an energy meter. But like *Mario Tennis*, your actions depend on the button pressed and your position, so there should be quite a bit of variety in setting up shots.

Intriguingly, as an added bonus, you can also alter the tone of voice of your player, and give your computer partner pep-talks in between sets.

With brilliant arcade outings such as *Virtua Tennis* already under their belt, Sega have proven themselves past masters at these kinds of sports games, so we're looking forward to wasting away lunchtimes in four-player mode.

We'll have 'sun' more next issue. **SJ**



△ **Scantily-clad females messing about on the beach. Just like a weekend at Skegness. Well, when we say *just* like…**

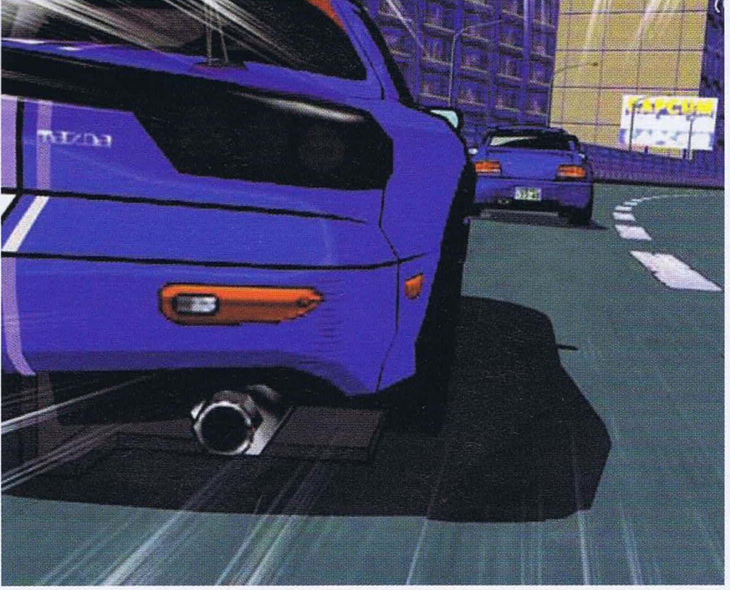
NEW TIMESPLITTERS SHOTS
Eidos 'officially' announced Timesplitters to the world this month – 30 days after we exclusively revealed it to you in issue 67. We'll have the new shots next month but, suffice to say, it's looking promising. Get yourself involved next issue.

GBA DESERT STRIKE
EA have announced a conversion of brilliant SNES, Mega Drive and Amiga classic Desert Strike. It'll get its first airing at next month's E3 show.

JAPAN IS SOON TO GET ITS FIRST ONLINE GAMECUBE GAME. SO WHEN WILL THE UK FOLLOW SUIT?



Δ *Phantasy Star Online* will be going live in Japan later on this year.



Δ *Auto Modellista* – the cel-shaded racer could pave the way for online UK Cubing.

WHAT'S BROADBAND?
Internet connections fall into two main categories: dial-up, as offered by the modem that will slot into the central hole underneath your GC, or the broadband connection accessed via an add-on that plugs into the larger port next to it. The biggest difference is speed – a dial-up connection is barely capable of transmitting data fast enough to allow for smooth action games, whereas a broadband connection can handle virtually anything games designers can throw at it. And unlike a modem, you don't have to hog the phone line to connect, because most broadband services use a separate socket. The downside is cost, with dial-up connections available for the price of a local call, compared to £30-40 per month for broadband.

INTERNET READY?

Up to six billion players – that was Dreamcast's bold advertising boast, and being the first and only console to feature a modem as standard, nobody really knew what to make of it – least of all software developers.

When the first internet-compatible games eventually appeared on the machine, they were more than a year late and supported a maximum of four players. Since then, every new console has offered some form of internet connectivity as an optional extra, and Gamecube is no exception. But do we really need it? Will games developers actually want to use it? And will Nintendo ever want to release it in this country?

NICE PAD YOU'VE GOT

Sega's *Phantasy Star Online V2* will be the first network-ready title when it hits Japan later in the year. The game will be available packaged with a unique controller (two handles from a standard Gamecube pad with a full-sized keyboard in between) plus the essential modem, but the lack of a definite release date, particularly in territories outside of Japan and the similarly broadband-efficient US, shows the problems Nintendo face in coming up with a fast, reliable online gaming network that everybody can enjoy.

Here in the UK such a network already exists, albeit on a fairly limited scale. Telewest's Blueyonder system is a broadband PC games service that will be expanded to include consoles as soon as broadband adaptors become available for them. In a trial run last year, *Tony Hawk's 3* for the PS2 was used to demonstrate the potential of broadband networks, and Telewest confirmed that GC compatibility is something they will consider if Nintendo's proposed high-speed adaptor is ever released here.

CAUGHT IN THE NET

Compared to Japan and the US, relatively few areas in the UK have the necessary cables to carry a broadband signal, so it may be that we're unlikely to see the high-speed adaptor released over here. In fact, none of Nintendo's many online experiments have ever made it to this country, from the Famicom's pre-internet banking service to the ill-starred 64DD. Simply releasing the plain old modem would be a start.

As for the question of support from games developers, while one or two of the UK companies we spoke to said they *might* consider making online GC software if the modem was popular, none would admit to having anything in the works – and for once we don't think they're trying to be secretive about it.

CHAT'S ENTERTAINMENT

The games that could persuade the Brits to adopt online console gaming are likely to come from Japan. Capcom's *Auto Modellista* is a prime candidate, with a wealth of online options such as chat rooms, areas for swapping hints or car decals, and massive grand prix tournaments – as is Nintendo's own *Mario Kart* and *Mario Tennis.* But, for the time being, Nintendo are unlikely to pursue online plans in Europe until Europe is ready. As Miyamoto once told **NGC**: "Nintendo won't just go online because everyone else is. We'll go on when we have something new and worthwhile and something original." Could be a while. **MK**



CAPCOM vs SNK 2 CHANGES!
After we broke the news to you last month about Capcom's new beat-'em-up, they've gone and released even tastier morsels for us. Apparently there's now a new control system, better suited to Gamecube, where different strength presses on the analogue shoulder buttons results in harder punches in-game. Plus, the C-stick can now be configured to bring out special moves depending on which direction you tweak it. But for purists the old controls will also be in tact. Oh, and it's been renamed Capcom vs SNK 2 EO. Sounds nice enough.

"Miyamoto's got Nintendo's biggest team working on *Zelda*"

DISAGREE WITH OUR MOST WANTED? Then email us at **ngc@futurenet.co.uk** or write to us at **NGC**, 30 Monmouth Street, Bath, BA1 2BW and tell us the five games you're most looking forward to. Every month, we'll tally up the scores on the doors and change the list accordingly.

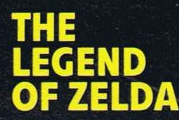
MOST WANTED!

Quite simply, the 25 most anticipated games on the Cube. Er, in our opinion…



MARIO MAGIC!
Want more on *Mario Sunshine*? You bet you do. Well, get yourself along to our shot-filled special on page 18, where we take *Sunshine* apart and then rebuild it again. Well, we take it apart, anyway, including divulging some interesting facts about Mazza's new backpack…

1 THE LEGEND OF ZELDA



UK 2003 | US 2003 | JAPAN 2003

You either love the new cel-shaded look or you loathe it with every bone in your body, but *Zelda*'s done something right: it's got people talking about it, and probably a good 15 months ahead of its release, too. Miyamoto's got Nintendo's biggest team working on it, and – whether it looks right or not – you just know it's going to be brilliant. Number one.

2 MARIO SUNSHINE



UK 2002 | US 2002 | JAPAN JUL 2002

Well, it didn't make Gamecube launch, but the next true Mazza outing is well on course for its proposed 2002 release. Although the team is relatively small – and proceedings unlikely to stretch gamers past the ten-hour mark – this already looks immaculate and, as with anything *Mario*, it's likely to play amazingly.

3 MARIO KART GC



UK 2003/04 | US 2003/04 | JAPAN 2003/04

Still a way off, though likely to appear in some form at this month's E3 games show in LA, *Mario Kart*'s Cube debut exists only as video so far – at least outside of Nintendo of Japan. Inside, Miyamoto's minions are busy building a sequel to the N64 outing – a game we're still playing in the office.

4 PERFECT DARK ZERO



UK 2003/04 | US 2003/04 | JAPAN 2003/04

As-yet unconfirmed super-sequel Rare deny exists but which we all know is taking shape at their Twycross HQ. Rumours of reported problems have been quashed by those in the know, and if this first-person shooter is even half as good as *Perfect Dark* on N64 this'll be the premier Gamecube gun game.

5 FINAL FANTASY



UK 2003/04 | US 2003/04 | JAPAN 2003/04

Reportedly based on animé TV series Final Fantasy Unlimited, this will be one of the first games to utilise Hiroshi Yamauchi's Q fund, a project introduced by the steely-eyed head of Nintendo to encourage use of GC-GBA connectivity. This won't be the online *FF11*, but an all-new adventure.

6 SOUL CALIBUR 2



UK 2002/03 | US 2002/03 | JAPAN 2002/03

The original *Soul Calibur* on Dreamcast was probably the best 3D beat-'em-up ever – which bodes well for this sequel, coming to Gamecube later in the year. Early versions look incredible, and shots coming out of Namco suggest things are now even better. **Check out our preview on page 26.**

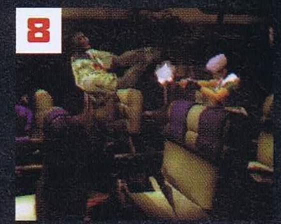
7 STARFOX ADVENTURES



UK 2002 | US 2002 | JAPAN 2002/03

Rare's ages-in-development 3D adventure features the original crew from Starfox – minus Falco – in a *Zelda*-esque 3D world inhabited by skyscraper-sized dinos. Add neat-looking space battles and levels that go on and on and on and you've got another absolute stunner of a Rare game. More soon…

8 RESIDENT EVIL ZERO



UK 2002/03 | US 2002/03 | JAPAN 2002/03

Like the look of the newly jazzed-up *Resident Evil* on page 8? Well, start weeping at the sight of the GC-only *Resident Evil Zero*, built from scratch on Nintendo's dazzling purple wonderbox. A prequel to the original *Resident Evil*, you can see a stack of new shots of this in **our preview on page 16.**

9 METROID PRIME



UK DEC 2002 | US NOV 2002 | JAPAN 2002/03

As if taking on one of Nintendo's biggest brand names wasn't enough of a challenge, Retro have had to contend with redundancies and seeing their work torn to shreds by Shigsy himself. Now, though, things are taking shape, with some gorgeous level design and fast, inventive gunplay. Could be good.



10 F-ZERO GAMECUBE – Excited? Too right. See Newsdesk. UK 2003 | US 2003 | JAPAN 2003

11 ECLIPSE – Newie from *MGS* brain Kojima. UK 2003 | US 2003 | JAPAN 2003

12 AUTO MODELLISTA – Capcom's top cel-shaded racer. UK 2003 | US 2003 | JAPAN 2003

13 TUROK EVOLUTION – Sequel-saurus. More on page 22. UK SEP 2002 | US SEP 2002 | JAPAN 2003

14 DIE ANOTHER DAY – Bond shooter by Eurocom (*TWINE*). UK NOV 2002 | US NOV 2002 | JAPAN 2003

15 KAMEO – Change into animals, Rare-style. UK 2003 | US 2003 | JAPAN 2003

16 ETERNAL DARKNESS – Undead scare-fest – see page 24. UK OCT 2002 | US JUN 2002 | JAPAN 2003

17 DONKEY KONG RACING – Follow-up to *Diddy Kong Racing*. UK 2003 | US 2003 | JAPAN 2003

18 PHANTASY STAR ONLINE – Premier online outing for GC. UK 2002/03 | US WIN 2002 | JAPAN SUM 2002

19 MARIO TENNIS – Exceptional take on *Super Tennis*. UK 2003 | US 2003 | JAPAN 2003

20 1080° 2 – Powder-filled 'boarding sequel. UK 2003 | US 2003 | JAPAN 2003

21 PIKMIN – Miyamoto madness. In the garden. UK 14TH JUNE | US OUT NOW | JAPAN OUT NOW

22 WWF X8 – New smackdown. See page 30. UK NOV 2002 | US JULY 2002 | JAPAN DEC 2002

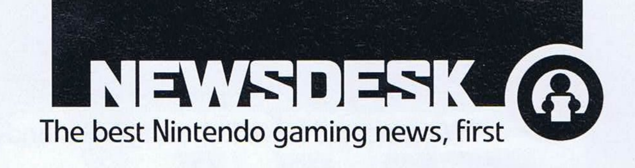
23 MARIO GOLF – Fairway magic with Mazza. UK 2003 | US 2003 | JAPAN 2003

24 ANIMAL CROSSING – New name for *Animal Forest +*. UK WIN 2002 | US AUT 2002 | JAPAN OUT NOW



25 KIRBY'S TILT 'N' TUMBLE – Brilliant GC/GBA connectivity. UK 2003 | US 2003 | JAPAN 2003

WRITE TO… MAILBOX/NGC/30 MONMOUTH STREET/BATH/BA1 2BW OR EMAIL NGC@FUTURENET.CO.UK









△ After seing the battles in *Golden Sun*, these look… well, a bit rubbish to be honest.

POKEMON RETREAT

The battle lines are drawn as disgruntled fans voice their concerns over *Pokémon Advance*.

Pleased with how the new Pokémon game looks? The Americans aren't. "We see the same graphics the GBC is capable of and 100 more pokémon!" screamed one fan on a US internet forum this month. "We all know Nintendo can do better, so why the hell don't they?" And he wasn't alone.

The adventure, which allows you to play as Ash or an unnamed female character from the start and introduces over 351 pokémon – 100 of which are new – has come under heavy criticism in the States since the first shots were released – and these new ones aren't about to stem the tide too much.

THINK LINK-UP

Seemingly identical to the GBC adventures, what's perhaps more worrying than these drab-looking screenshots is the lack of news of any GBA-Gamecube link-up. When Nintendo first mooted the idea of joining the two consoles together, imaginations ran wild with thoughts of a fully realised 3D *Pokémon* adventure on Gamecube, with a top-down version you could continue playing on Game Boy Advance – or perhaps using pokémon captured on the Gamecube as characters for use in minigames on your handheld.

Instead, it appears things have remained pretty much as per. While RPG games such as *Golden Sun* show just how glorious GBA graphics can be (the animated 3D battle scenes are simply awesome), *Pokémon Advance* seems to be doing little more than a rather good impression of Game Boy Color.

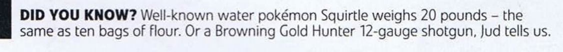
IMPROVED

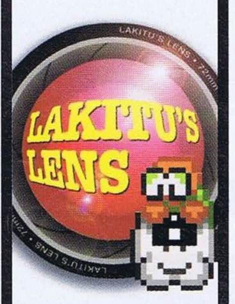
So what's going on? One source told us he believes the shots are nothing to worry about. "I doubt Nintendo would release *Pokémon Advance* looking like that," he told us. "This *is* Nintendo we're talking about. They'll want to justify a sequel – that's why I think we'll get a better idea of just how good it is when we see it in the flesh at E3."

What about a link-up feature? "I've heard nothing, but I'd be amazed if something wasn't in the works."

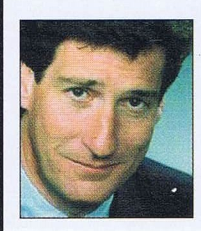
We'll have more on this one very soon. **SJ/TW**

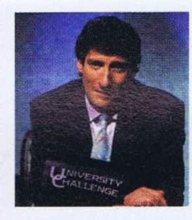



DID YOU KNOW? Well-known water pokémon Squirtle weighs 20 pounds – the same as ten bags of flour. Or a Browning Gold Hunter 12-gauge shotgun, Jud tells us.



MARIO BEEN MENTIONED IN EASTENDERS? SEEN A COPY OF NGC IN CORRIE? LET LAKITU KNOW…







PAXMAN POUNDING

Ever answered a question on University Challenge? Of course you haven't. Neither have we. But, unless you were tuned into Paxman's police-style interrogation of undergraduates on 15th April, you missed your best chance yet: "*Super Mario* and *Donkey Kong* are videogame franchises created by which noted designer?" he asked. No one knew, although one guy did say Nintendo. Not bad.

WRITE TO: LAKITU'S LENS, NGC, 30 MONMOUTH STREET, BATH, BA1 2BW

Entries sent with picture evidence will win a Gamecube game…





NEW FOREST

It's a name change for the US *Animal Forest*.

The brilliant – but baffling – *Animal Forest*, Nintendo's genius real-time 'communication game' is to get a US release and undergo a name change.

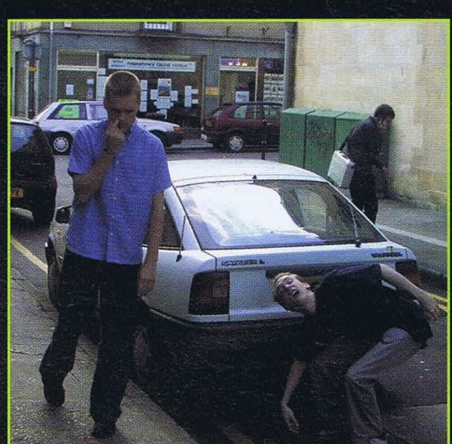
Animal Crossing is being pencilled in for an autumn release, further proof that Nintendo, this time round, are determined not to prevent Western gamers from getting their hands on sought-after Japanese releases.

The game, an inspired real-time life sim, should be unveiled in English at E3 this month. We'll have all the news and first impressions in the next issue. **TW**

VIRTUAL REALITY

NINTENDO GAMING MOMENTS 'COME TRUE'.

THIS MONTH Chowing down on Chris Redfield's leg, Resi-style…



THE TEST
Using only the power of method acting, learned from studying hours of Jimmy Smits videos, Geraint hides behind a beaten-up Cavalier – and then pounces!



RESULT
Toothache, leg hair caught between teeth, and total embarrassment compounded by ordinary passers-by stopping simply to stand, point and stare.

TEN AT WORK

Is the *Virtua Fighter Tenth Anniversary Special Project* the mysterious *Virtua Fighter RPG*?

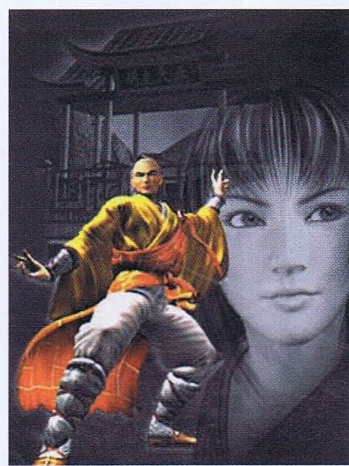
Those of you with particularly good memories may remember a rumour that was doing the rounds during the 32-bit wars of the mid-nineties. It concerned a game called *Virtua Fighter RPG* which (allegedly) went on to become the secretive *Project Berkley* – a game eventually revealed to a gob-smacked audience in November 1998 before finally emerging as *Shenmue* on Dreamcast.

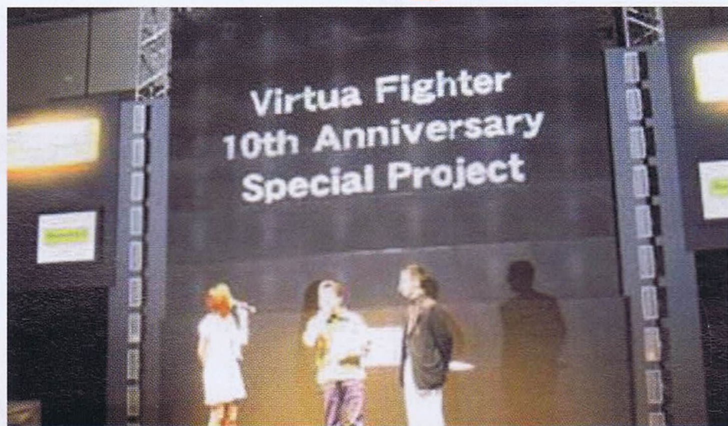
Or so everyone thought. Okay, so *Project Berkley* and *Shenmue* proved to be one and the same, but in retrospect it seems that the connection to *Virtua Fighter RPG* was, perhaps, just an assumption made during the fervour surrounding Yu Suzuki's masterpiece. Regardless, renewed interest in that forgotten rumour was rekindled this month at Sega's GameJam in Tokyo, when Yu Suzuki pulled the lid off an all-new *Virtua Fighter* game.

Apparently created to celebrate *Virtua Fighter*'s tenth anniversary in 2003, the game will take the form of an adventure in which the story will take precedence over the fighting and, according to Suzuki, *every* single one of the *VF* characters will appear.

It's still unknown whether this *VF* game has anything to do with the long-lost *VF RPG*, but there's no doubt it's been in the works for quite some time. Maybe, this *Virtua Fighter* will evolve into a Gamecube version of *Shenmue*.

Or maybe not. More soon. **GE**





△ …or alternatively *Virtua Fighter Quest* as it's now more commonly known.

SHORT CUTS

BROKEN BROKEN SWORD

If you're lucky enough to have picked up a copy of Broken Sword, chances are you may have been unlucky enough to run into a bug which gets you stuck – forcing you to restart your adventure. To avoid this, make absolutely sure you don't go to Spain until you've been to Syria. This is quite far into the game, so unless you want to lose all your hard work, make sure you take note.

IN THE MINORITY

Activision have confirmed that Treyarch, developers of the forthcoming Spiderman: The Movie are to begin development of Minority Report, a game based on Steven Spielberg's film of the same name (starring Tom Cruise) in which players have to evade the police after being wrongly accused of murder. The game should be done and dusted by Christmas.

IDEAS FACTORY

The latest news stories analysed and thought about. Really quite a lot.

LAST MONTH WE ASKED YOU

WHAT CRAZY STUFF DO YOU WANT TO SEE IN THE NEW MARIO KART?

How about an 'Earthquake' weapon – you collect it and then set it off and the ground starts to crack, resulting in the play area becoming multi-levelled! It'd be brilliant: like Wario Stadium on *Mario Kart 64* where the lightning forced players to fall down the gap on that final jump.
Michael Cyder, Birmingham

Unlockable characters would be great. Neither of the previous *Mario Karts* had secret characters – why not?! It would make the one-player mode much, much better: on *MK64*, the one-player wasn't that great – imagine if you had the incentive there to play through it and unlock Fox McCloud or Ness from *Earthbound* or whoever. That would be great!
Robin Larson, Sweden

Wouldn't it be brilliant if there was some kind of differentiation between good and evil weapons in *Mario Kart GC*? For example, when Wario and Bowser picked up a homing shell it would be black and spiky, while when Mario, Luigi and Yoshi picked up the same weapon, it would be super-smooth and brightly coloured. Good and evil characters could also have different weapons: Wazza could have lightning bolts and homing Boos, and Mazza could have rainbow oil slicks and bananas.
Matt Mathers, Rochester



△ Ness in *Earthbound*. Could be a nice addition to *MKGC*.

NEXT MONTH...

WE'RE STILL ASKING WHAT YOU WANT TO SEE IN THE NEW MARIO KART...

What new weapons? Where should the levels be set? What characters should you be able to play as? Should there be unlockable characters, such as Pika or Waluigi? What are you waiting for? Stick your ideas down on paper or email them into us – **the best effort will win a copy of *Super Smash Bros*!**

WRITE TO...
Ideas Factory
Newsdesk
NGC
30 Monmouth
Street
Bath
BA1 2BW
OR EMAIL
ngc@futurenet.co.uk

THIS MONTH



NGC CHARTS

NGC DISCOUNT DEALER



H2WOOAH!

Great pun, that. And this is pretty good as well: at www.amazon.co.uk this month you can get *Wave Race: Blue Storm* for a stonking 35 notes. Chuck a couple of pounds on for delivery and you're still saving three quid on the retail price. Every GC release is priced the same way, too!

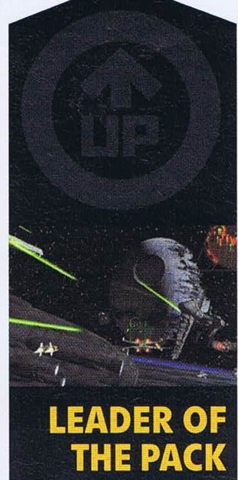
POSITION / LAST MONTH	GAME NAME (Price ● Score ● NGC issue reviewed ● Developer/Publisher)	WEEKS IN CHART	HIGHEST POSITION
1 / –	**STAR WARS: ROGUE LEADER** £45 ● 87 ● NGC issue 68 ● Factor 5/Activision	1	1
2 / –	**LUIGI'S MANSION** £40 ● 90 ● NGC issue 67 ● Nintendo	1	2
3 / –	**2002 FIFA WORLD CUP** £40 ● N/A ● Not made available for review by EA ● EA Sports	1	3
4 / –	**THE SIMPSONS ROAD RAGE** £40 ● 52 ● NGC issue 68 ● EA	1	4
5 / –	**SONIC ADVENTURE 2 BATTLE** £40 ● 70 ● NGC issue 67 ● Sega/Infogrames	1	5
6 / –	**WAVE RACE: BLUE STORM** £40 ● 91 ● NGC issue 67 ● NST/Nintendo	1	6
7 / –	**BLOODY ROAR: PRIMAL FURY** £40 ● 74 ● NGC issue 68 ● Hudson/Activision	1	7
8 / –	**CRAZY TAXI** £40 ● 70 ● NGC issue 67 ● Sega/Infogrames	1	8
9 / –	**BURNOUT** £40 ● 86 ● NGC issue 67 ● Criterion/Acclaim	1	9
10 / –	**ISS 2** £40 ● 84 ● NGC issue 68 ● Major A/Konami	1	10
11 / –	**SUPER MONKEY BALL** £40 ● 88 ● NGC issue 67 ● Sega/Infogrames	1	11
12 / –	**TARZAN FREERIDE** £40 ● 59 ● NGC issue 67 ● Disney/Ubi Soft	1	12
13 / –	**BATMAN VENGEANCE** £40 ● 70 ● NGC issue 67 ● Ubi Soft	1	13
14 / –	**GAUNTLET: DARK LEGACY** £40 ● 25 ● NGC issue 68 ● Midway	1	14
15 / –	**DAVE MIRRA'S FREESTYLE BMX 2** £40 ● 75 ● NGC issue 67 ● Z-Axis/Acclaim	1	15

Based on pre-order information



ROAR DATA

Considering the fact that we had to wait three whole long, long, pain-filled years before we got a beat-'em-up on the N64, the sight of *Bloody Roar* riding high in the first-ever Gamecube charts is a particularly pleasant one. Initial indications are that it's done very well in terms of sales, but we'll have to wait until next month to get the full lowdown as, at the time of going to press, it was too early for exact numbers.



LEADER OF THE PACK

Somewhat predictably the power of Star Wars sees *Rogue Leader* rise to the top of the pack, leaving Nintendo's brilliant *Luigi's Mansion*, EA's twins of evil (*FIFA* and *The Simpsons*), and Sega's *Sonic 2* to fill the rest of the top five. Early indications are that for every two people buying a Gamecube, one is getting *Rogue Leader*, lining the Lucas Empire's already massive pockets with even more cash. Can't say Factor 5 don't deserve a bumper pay day, though – check out their work on page 44.



WHAT IS PAL?

PAL is the UK's broadcasting standard. When you buy a Cube here it will be PAL. When you buy a Cube in the US or Japan it'll be NTSC – a different broadcasting standard, and the reason the two don't mix. Import games are NTSC games.

HOW IT WORKS...

Our reviews are the biggest, most comprehensive on Planet Earth. We devote more pages to the games you want to know about, and give you more detail than anyone else. And in the new **NGC** things have just got a whole lot better: our Field of Play and Event-o-meter regulars will pinpoint exactly when and where games get good, and yet our verdicts remain the most honest and most stringent around.



SUPER SMASH BROS MELEE

Nintendo's N64 beat-'em-up goes Cube in this stunning four-player fight-fest! P58



BLOODY ROAR PRIMAL FURY

It's a fighting double as the beasts of the field take to the streets to scrap! Unusual. P64

1 GET INTO THE GAME

■ The quickest and smartest way to get started...



2 FIELD OF PLAY

■ The game's best bit taken apart and analysed...




3 EVENT-O-METER

■ The good bits, the bad bits – all in a handy graph...



4 THE SCORE BAR

■ The verdict explained for you...

PROS AND CONS
Because we think it's important to provide you with balanced reviews, we'll sum up the game simply with plus and minus points.

IF YOU LIKE THIS...
Not all games are good (unsurprisingly) – so you'll be wanting to know what the alternative is. We'll provide suggestions here.

VISUALS AND SOUNDS
Gamecube sends PS2 packing. Do the visuals and sounds show this?

MASTERY
How well does the game make use of the Cube's startling hardware?

LIFESPAN
Will it last you a lifetime or a couple of minutes? Here you'll find out for sure...

VERDICT
We don't throw scores around – we give a game what it deserves. Here you will find the definitive verdict on whether you should purchase a game.

+
- Stacks of blood and guts.
- Great multiplayer.
- Superb AI.
- Being able to play as Shigsy.

–
- Not enough levels.
- Pixel-perfect platforming.
- Barry Manilow soundtrack.
- Driving an FSO Polonez.

IF YOU LIKE THIS...
GoldenEye
Rare
NGC/9 94%
Still a stone-cold classic and one of the Best Games Ever.



8 VISUALS
Looks nice throughout. Great detail on Shigsy's face, too. Tasty stuff.

2 SOUNDS
Everything's going swimmingly until Manilow sings Mandy.

7 MASTERY
Great use of Cube's hardware – especially the Skegness levels.

7 LIFESPAN
The multiplayer will keep you coming back for more. And more.

VERDICT
Manilow's Mental Multiplayer Mayhem is the craziest licensed game we've ever seen – but Nintendo have come up trumps.

NGC 85

5 OUR SCORING SYSTEM

■ What those scores mean to you...

NGC STAR GAME

0-24
■ Crushingly awful, massively dull. Rest assured, this is crud.

25-49
■ Disappointing, stashed with faults and likely to be short of any quality.

50-74
■ Some great bits, some not-so-great bits. Decent but definitely problems.

75-89
■ Great fun, brilliantly programmed at times, but probably flawed.

90+
■ Rarely awarded, you'll know a 90+ is absolutely essential.

MEET THE NGC TEAM

They're the most knowledgable Nintendo fans in the business. And they're *look*-ing good...



TIM
Nice new beard, nice new attitude – that's the all-new Tim. Barking orders? Nah. Well, not much. Well, a bit. Well, constantly.



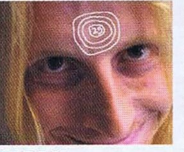
JUD
Never mind trying to perfect the new **NGC**, *the biggest question this month was: Glock 9 or Desert Eagle? Jud just couldn't decide.*



KITTSY
Joining Jud in an adult discussion of Grade A weaponry was Kittsy, making a welcome return in his Vanessa Feltz skin suit.



GERAINT
Welsh love robot Geraint comes from the planet Exsoth in the Fifth Dimension of Inputta. Swansea to you, us and Jango.



PAUL
"See if you can hit me. Go on. See if you can score 25 right in my forehead. Bet you can't. Bet you can't hit me in the – YOWSER!"



DAN
"Oooh, 'ark at you..."



JES
Goofy furball Jes is the world's baldest man. During the next eclipse his forehead is being used as a makeshift lighthouse. Useful.



NEIL
New recruit Neil is our Sega expert, spends time playing his 'Dreamcast' and doesn't like sports. We gave him Soccer Slam.



STEVE
329-year-old robot Steve has two modes: 3D Graphics: How They Work, and How 3D Graphics Work. Anyone interested?

Hi-tech team photo manipulation by Tim Weaver.

"*Rogue Leader* pushes the technology in that tiny purple box to its limits"

ENEMIES

These come in all shapes and sizes, but they do have one thing in common – because the glowing green lasers they spit at you have a hit ratio of around 0.000051 to one, they usually just decide to crash into you instead. Very annoying.

MISSION-CRITICAL CRAFT

In certain missions, you'll need to protect these at all costs or it's game over. TIE Bombers are the biggest threat to these.

WINGMAN COMMANDS

Not as versatile as we anticipated them to be, but they can still be handy when you need to get TIEs off your back as quickly as possible. Just don't expect to be backed up by a hot-shot.

YOUR SHIP

Here you are, encased in three inches of steel and travelling at supersonic speeds. There are over ten different craft to test your skills in, but you'll need to earn the right to fly 'em.

WEAPONS INDICATOR

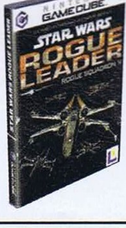
Lets you know how many missiles or bombs you have left, as well as indicating ion cannon and laser charge.

NGC ON THE DVD

INFO BURST

DEVELOPER:	FACTOR 5
PUBLISHER:	LUCASARTS
PLAYERS:	1
MEMORY CARD PAGES:	3
RUMBLE FUNCTION:	YES
GBA LINK-UP:	NO
DISCS:	1
ONLINE PLAY:	NO

WHEN'S IT OUT?
Rogue Leader is out now in the UK, and as a US import.



COST: £45

STAR WARS ROGUE LEADER

A great shot – but is it one in a million? Factor 5's stunning sequel to *Rogue Squadron* could well be the best-looking console game ever – but has it got the firepower to match?

STAR WARS: ROGUE LEADER

The definitive review of Factor 5's processor-busting space shooter

△ Bespin is one of the more frustrating levels, thanks to the A-Wing's rubbish armour.



△ "It's a trap! All craft pull up!" Dollops of atmosphere are introduced via the stunning sound.

△ The models in this game are simply stunning – just check out that detail on those AT-STs. Goodness gracious.

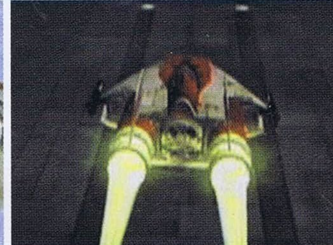
CHOOSE YOUR WEAPON

Selecting the right ship for the job…



SPEEDER

Best features are the tow cable (for wrapping around the legs of AT-ATs), and the fact that you'd have to be a dolt to crash the thing. It's quite a robust little ship too, but its firepower is a bit on the light side.



A-WING

A modified stunt fighter, apparently. These nippy little craft are great for chasing down fast-moving enemies such as TIE interceptors, but should you be unlucky enough to get caught in laser-fire, consider yourself dead.



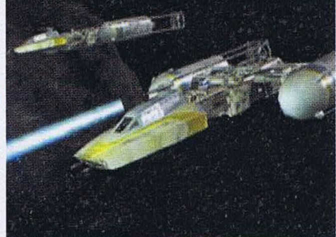
B-WING

Quite slow when its S-foils are in attack position, but there's the bonus of being able to take everything a Star Destroyer throws at you and live to tell the tale. More to the point, with its huge arsenal of weaponry, you can also answer back.



X-WING

The craft you're likely to spend most of your time in. With a good balance of speed, shield strength and manoeuvrability, it's great for taking out just about any kind of opposition, including moon-sized space stations.



Y-WING

The Y-Wing can hold a healthy payload of bombs, but it's a pig when it comes to dogfighting. Slow, cumbersome and unwieldy, its primary function is to blow whopping great craters in stuff and disabling sensors with its ion cannon.



GET INTO THE GAME

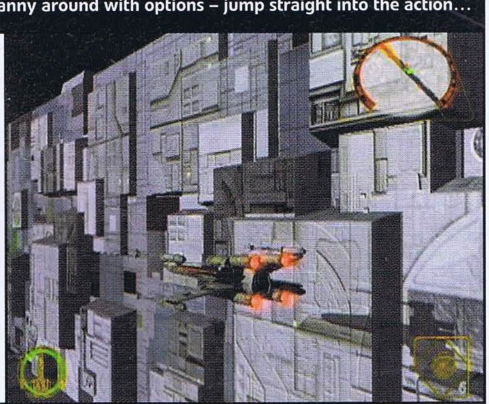
Don't fanny around with options – jump straight into the action…

AVOID TRAINING

Who needs it? Why fly the farmboy's favourite T16 when you can jump straight into an X-Wing and spray lasers at the enemy? Yup, the Rebel Alliance don't seem to have any qualms about putting novice flyboys like you straight into the pilot's seat.

DEATH STAR ATTACK

That's the level you want. The controls are simple to get to grips with, but if you're having trouble locating some enemies, just press 'Y' to activate your targeting computer.





May 2002 is set to be one of the finest months in this year's calendar. The sheer magnitude of must-have, must-do and must-watch entertainment out there is simply mind-boggling. Not only do you hold the redesigned and utterly gorgeous new **NGC** in your hands, but the World Cup is but a matter of weeks away, Gamecube is finally in the shops, Star Wars Episode II: Attack of the Clones will be gracing cinema screens across the country, while Factor 5's *Rogue Leader* will be wooing prospective Gamecube punters from demo booths in every games shop in Europe. Phew.

In the absence of *Smash Bros* or a 'proper' *Mario* game, it's really down to *Rogue Leader* to court and captivate anyone with a spare two hundred quid in their pocket. The burden of being Gamecube's only 'killer app' at launch is heavy to bear, and despite some predictable shortcomings, it manages to hold up very well indeed. So, for those of you who have already watched the stunning footage on the covermount DVD, ogled at the screenshots within these very pages and wondered whether it's *really* as good as it looks, allow us to dissect this stunning little number and present its entrails for your inspection.

It's safe to say that the screenshots speak for themselves. What you *can't* tell is how *Rogue Leader* actually plays – and it's in this crucial area that opinion is divided. For the sake of argument, let's start with the potential downsides.

If you've ever played *Rogue Squadron* or *Battle for Naboo* on the N64 then you'll know *exactly*



DID YOU KNOW? Harrison Ford was but a lowly carpenter until he was given the role of Han Solo after George Lucas spotted him screwing some hinges into his office door. Nice one Ford!

"The engines of the capital ships are big enough for you to actually fly between"



Cloud City is massive, and weaving in and out of its towering skyscrapers is an amazing sight to behold. Brilliant stuff.



The Trench Run is a great showcase for GC's incredible lighting effects.



The Tatooine training level is fun at first, but painfully slow in places.

TIE-DIED

There's nothing more satisfying than downing swarms of TIEs with a well-placed quad laser blast. Thanks to the power of your Gamecube, TIEs have loads of great death routines to savour. Whether they're spitting shards of shrapnel from fiery balls of flame, or spinning and spiralling into a slow-burning smokey grave, nothing beats the thrill of letting rip with your ion cannon and watching them tumble helplessly to their doom. Heh.





See that gigantic red blob on your radar? It's a mass of 100 or so TIEs all gunning for your worthless Rebel hide.



what to expect from this. In terms of its core gameplay mechanics, *Rogue Leader* has hardly evolved at all since its previous incarnation. Every mission revolves around a handful of simple objectives that need to be adhered to. These range from simple seek-and-destroy goals – where you have to gun down a specified number of craft – to rescue and defensive missions, where you have to ensure mission-critical craft don't get wasted by the enemy. Trouble is, while Factor 5 have taken pains to present you with a variety of tasks to complete, the actual mechanical *process* of going about them is pretty much the same across the board. Whether you're trying to gun down a swarm of fighters or protect a transporter, all you're actually *doing* is following the radar to your destination before training your sights on the nearest enemy. Once the batch of targets in that area have been destroyed, it's time to turn your craft around and follow the radar once again for more of the same sort of thing.

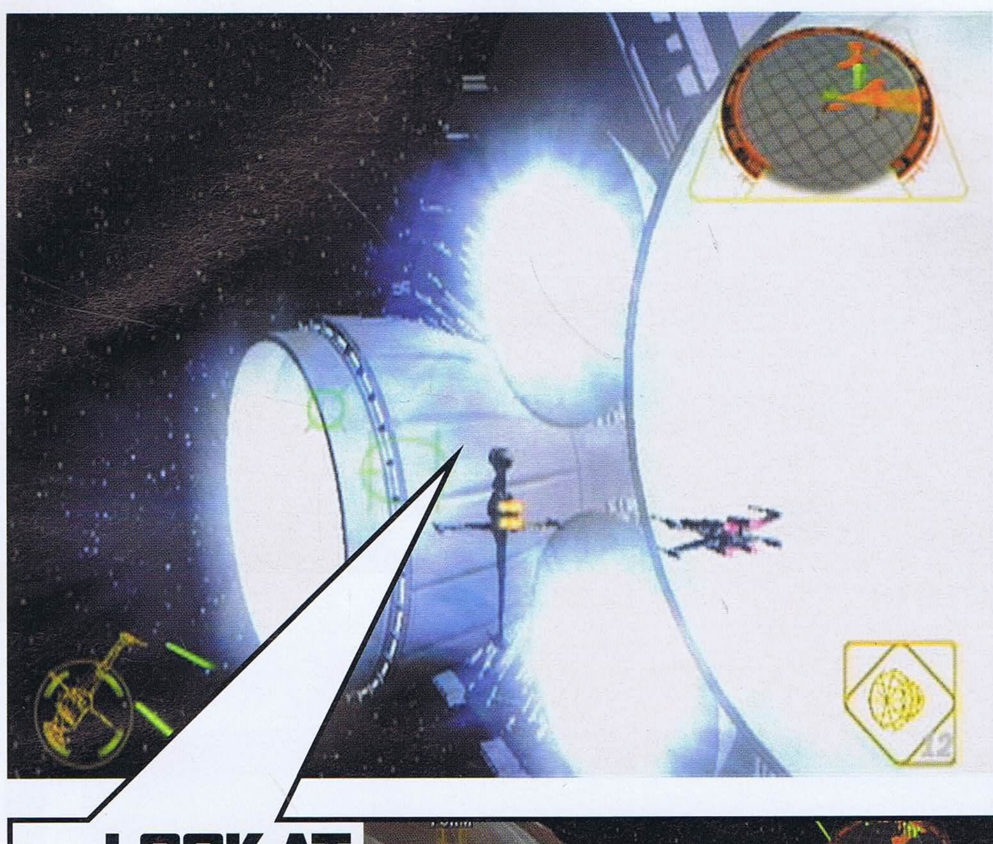
"WHILE FACTOR 5 HAVE TAKEN GREAT PAINS TO PRESENT THE PLAYER WITH A VARIETY OF TASKS, GOING ABOUT THEM FEELS MUCH THE SAME"

PURPLE POWER

In fairness, things aren't *quite* as simple as that, and there are some general exceptions to the rule – such as the low-flying sections in the Imperial Academy where you have to avoid detection, or the Death Star trench runs, where you have to dodge the enormous laser beams that get in your way. These, however, are few and far between and so the bulk of the game remains essentially the same. Certainly, while the game pushes the glorious technology in that tiny purple box to its visual limits, it doesn't use it to create bigger, better, or more varied mission objectives. We know for a fact that Factor 5 can do it, though, because there were some smart mission variations in *Battle for Naboo*, but as it stands the



TOP FACTOID! James Earl Jones might have 'done' Darth's voice, but the man in the suit was actually lumbering west-country 'actor' Dave Prowse, TV's Green Cross Code man in the 1970s.



LOOK AT THE SIZE OF THAT THING!

One of the first thing you'll notice about Rogue Leader is the sheer scale of everything. All the ship models and landscapes are massive and staggeringly detailed – the engines of the capital ships are big enough for you to actually fly between. Most impressive, though, is the Battle of Endor, where your GC is chucking around seven meaty cruisers, destroyers, corvettes, and transports along with hundreds of fighter craft. Unbelievable.



richness of the levels in *Rogue Leader* is severely limited.

QUIT BUGGING ME

So that's the *main* problem we have with the game. But there are other niggles that also need highlighting. Firstly, *Rogue Leader* can treat you like a real swine. If there's one golden rule of gaming, it has to be "Thou shalt not knacker the player up without due warning" – a rule that Factor 5 have blatantly ignored. On more than one occasion we were in the process of turning in a fine gold medal-achieving performance, only to explode into a fireball for no apparent reason… three times in a row… through no fault of our own. This is without a doubt the most frustrating aspect of the game, prompting some pretty ugly Joe Pesci-style swearing outbursts from nearly every member of the **NGC** team who played it. There really is *nothing* worse than failing to achieve your goal in a level because of something you have no control over. In most cases it's simply down to a TIE fighter slamming into the side of your craft, which might seem just a little annoying at first, but when you're trying to get a gold medal without losing a single life – something that's absolutely rock-hard to begin with – this can all too often bring you to the verge of very real and painful tears.

The last thing we found disappointing is the lacklustre introduction of the targeting computer and wingman commands. Nice additions that they are, we can see little point. True, the targeting computer is quite handy on levels such as the Ison Corridor where visibility is very poor – but other



SMOOTH AS SILK

Well, no actually. Despite talk of a smooth and consistent frame-rate of 60fps during production, Rogue Leader hasn't quite managed to live up to the hype. Still, the framerate never drops to unplayable levels – far from it – but there are some occasions, particularly on the planetary levels, where there's noticeable slowdown. Shame.



PLANETARY HOT SPOTS

A brief tour of Rogue Leader's eye-boiling scenery. And if you look to your right…

HOTH



Definitely one of the best levels in the game, mainly because of the stunning snow textures and frenzied laser battles between Rebel troops and Imperial walkers. Together with the battle of Endor, this has to rate as one of the only levels where you really feel as though you're in the middle of a gigantic intergalactic rumble. Bring on the AT-ATs!

THE MAW

The maw is an intimidating region of space littered with huge spaceship-smashing asteroids. The prison planet below is your target, but to get to it you'll need to bring down the defensive shields while staying well clear of the colossal minefield. The planet isn't much friendlier either, with its gigantic laser-spitting guard towers and bubbling lava pits.

KOTHLIS



This level's to die for. Taking on a decidedly more pleasant Carribean feel, you have to fly over a gorgeous sunset-kissed bay while attempting to protect a transport from a downed Star Destroyer. Check out the textures on the hills surrounding the bay, and the lovely bump-mapping on the beaches. Simply beautiful. But don't forget to finish the mission…

IMPERIAL ACADEMY

Bah, this is rubbish! Fly your grey Y-wing down a grey canyon avoiding grey sensors and shooting down grey TIE fighters. Your mission? Infiltrate the grey Imperial Academy, steal a grey shuttle and leg it back to the grey rendezvous. If it sounds a load of crud, then wait until you play it. Undoubtedly Rogue Leader's lowest low point.

BESPIN



Another stunner of a level, this one. First of all you have to fly through the clouds in your A-Wing, and defend gigantic floating gas stations before embarking on a jaw-dropping assault on Cloud City. In order to successfully complete the mission, you also need to navigate the city's claustrophobic canals and take out the power generators at the end.

BATTLE OF ENDOR

Rogue Leader is almost worth buying for this level alone. Taking place above the forest moon of Endor, it's up to you to lay waste to a pair of Star Destroyers and about 300 TIE fighters. The sense of depth is incredible, as is the Cube's ability to chuck hundreds of objects around without batting an eyelid.

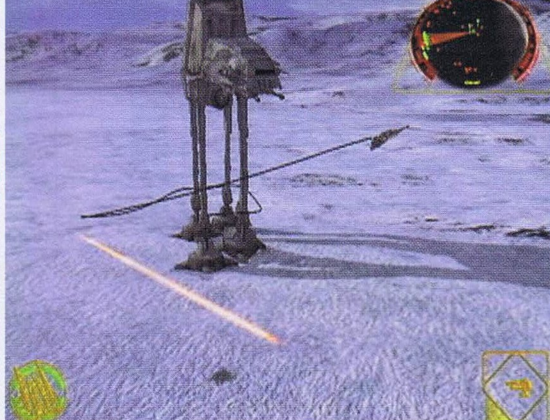
LIVE THE FILM!

Rogue Leader is the best Star Wars game ever made, not least because it reproduces the magic of the films in eye-poppingly spectacular fashion…



THE TRENCH RUN

Entering the trench is one of those moments when you realise just how close to the film Rogue Leader *really is. Not only does the environment look absolutely spot-on, but you're treated to carefully timed dialogue ripped from the film itself.*



THE BATTLE OF HOTH

Another superbly accurate stage in terms of getting the atmosphere just right. The music, the ground textures… everything is beautifully done – Factor 5 even changed the laser colour to pink in order to stay true to the original footage.



CLOUD CITY

Probably the least accurate, mainly because there wasn't that much of a battle going on around Cloud City at the time. Factor 5 have done an admirable job with the architecture and the orange scenery, though – and it's certainly pleasing to the eye.



BATTLE OF ENDOR

We can't stop harping on about it, we know, but there's a reason for that. You know that scene where the rebel fighters pull up from the Death Star shield into a swarm of incoming TIEs, while the capital ships swing around? Well, it's here in all its glory.



THE DEATH STAR'S SURFACE

Manic to say the least, and in this respect Factor 5 have captured the essence perfectly. Strafing and weaving through the tangled mess on the surface as you try to protect the Millennium Falcon is very unnerving – and exceedingly difficult.



ATTACK ON THE CORE

Despite not being our favourite level, the approach to the Death Star's core certainly gets your pulse racing. Rogue Leader's *rendition of the approach goes a long way to capturing the feel of the film, but when compared to the film it's a tad slow.*



△ Probe Droids are weak but necessary kills on the Hoth level. Make sure you mop them all up for that gold medal.



than that, there's no point in switching to that view at all. In fact, in order to get the top tier medals, you're required to use it as little as possible anyway. The wingman commands are also pretty lame. Again, they're a nice touch, but they don't seem to actually do anything much because your wingmen fire about one shot every five minutes or so and putter around aimlessly the rest of the time. Both of these features could easily have brought some more depth to the game, but instead they seem much more like a tacked-on afterthought.

MOST IMPRESSIVE…

Right then, that's the moan over – because despite *Rogue Leader* not quite living up to our ridiculously high expectations, it's still a marvellous gaming experience. While these faults will drive you up the wall on your very first play through the game, by the time you've actually finished all the levels and returned to the start, you'll be far more willing to forgive its failings. Subsequently, in a bizarre turn of events, *Rogue Leader* actually comes into its own *after* you've completed it for the first time. Odd.

Indeed, learning the levels back to front soon becomes something of an obsession, as you attempt to figure out exactly which approach will earn you the next medal.

> **"LEARNING THE LEVELS BACK TO FRONT SOON BECOMES AN OBSESSION, AS YOU TRY TO FIGURE OUT WHICH APPROACH IS BEST"**

Slowly, you begin to get an intimate knowledge of where packs of TIE interceptors enter the level, how much time you have before they destroy mission-critical craft, and just how each and every scenario actually works. Once you know exactly what's going on in every mission, you can start to concentrate on the more important aspects of the game, such as sharpening up your accuracy and seeking out the elusive craft upgrades hidden in every level. Furthermore, *Rogue Leader* is a

FIELD OF PLAY

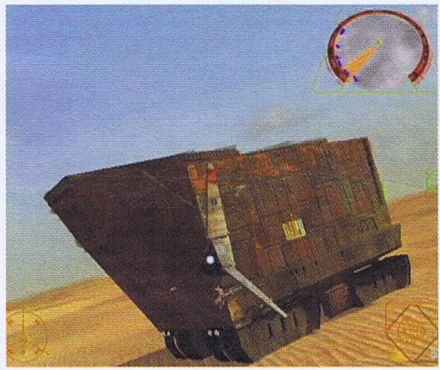
Get up close and personal with *Rogue Leader*'s defining moment.

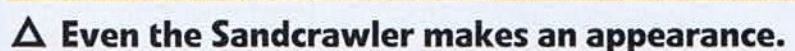
CHECK THIS OUT…

The sense of depth on this level is awe-inspiring, as hundreds of objects are flung around without a hint of slowdown. This is most noticeable when, after pulling up for a few seconds, you dive down to see swarms of fighters battling it out above the atmosphere of Endor.

WHY YOU'LL LOVE IT

Rogue Leader *is almost worth buying for the Battle of Endor level alone, mainly because it's completely manic and action-packed, throwing an mighty amount of opposition at you. No game has ever come this close to emulating such an intense space battle… until now, that is.*

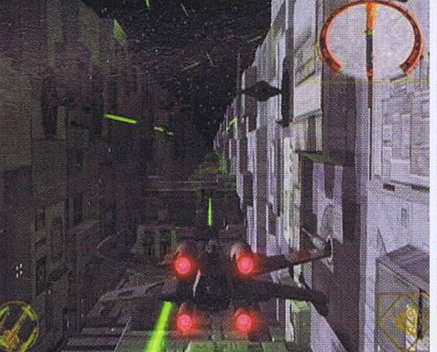




△ Even the Sandcrawler makes an appearance.



△ How can you possibly resist the power of GC?



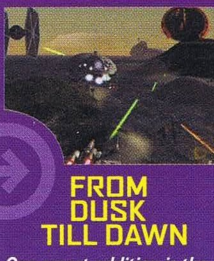
△ Kill these guys and the whole trench will light up.

△ Protect this ion cannon from incoming AT-STs.

genuine challenge for even the most seasoned gamer, and when we say genuine challenge, we mean absolutely, positively the most hardcore of shooters you're ever likely to play. The design of every scenario means you'll have to milk your fingers and thumbs for every ounce of gaming skill they possess. The margin for error when taking out multiple TIEs while still allowing time to complete objectives is so small it's almost sanity-affecting, but because the basics of the game are so simple, you'll find that, whether you notice it or not, your skills will constantly improve. Medal targets that once seemed initially impossible, slowly but surely begin to become more feasible with each and every attempt. As you slowly whittle down your best times and increase your accuracy and kill counts, those elusive gold medals will be so tantalisingly close that you'll be constantly compelled to try harder and harder to get them.

Take the first Death Star Attack level for example (far and away one of the toughest gold medals in the game). On your first attempt you'll be lucky to scrape through with a bronze. On inspecting the final statistics screen, you'll wonder how the hell you're supposed to rack up over 90 kills, and in a third of the time it took you to finish the level the first time round. Now give it a few weeks or so, and chances are you'll be within a hair's breadth of securing that medal, and as a result more determined than ever to achieve it. It's an infuriating experience, make no mistake, but as you soon discover, the reward is well worth the effort. Unlocking every secret and achieving every medal may be painfully difficult in places, but Factor 5 aren't shy with the rewards, dishing out some smart new levels, extra features such as a really good, and actually quite interesting, Making Of… documentary, as well as the usual selection of new ships to test your skills in.

Of course, *Rogue Leader*'s crowning achievement is its accuracy in conveying the atmosphere of the films – and this has been done almost perfectly. The snowy wastes of Hoth, replete with pink laser fire, rocky rolling hills, clear blue skies, and that infamously edgy orchestral score makes for some seriously atmospheric gaming, as does the first Death Star level and any other mission based on the film's more familiar moments. This incredible standard of presentation continues with fantastic use of sound throughout *Rogue Leader*. Invest in some meaty headphones or a decent



FROM DUSK TILL DAWN

One smart addition is the use of Gamecube's internal clock. What this means is that on planet-based levels, the look of the level will change depending on what time of day or night you're playing at. In fact, for the Tatooine Training level and Imperial Academy level, you're required to play through them at different times of day.

THAT'S AMAZING! Did you know that Carrie Fisher was the only girl in the entire original Star Wars trilogy? Well, apart from Luke's Aunt Beru, but the jury's still out on that one.

HOW TO... TAKE OUT A STAR DESTROYER IN 60 SECONDS

Great moments abound in *Rogue Leader*, and here's one you won't be forgetting in a hurry: B-Wing vs Star Destroyer (and more than 50 TIEs). You do the maths…



1 There it is, that hulking great metallic beast dead ahead. It's absolutely covered in gun turrets so pick up plenty of speed.



2 Your first target should be those shield generators on the top of the bridge tower. Line yourself up and arm those torpedoes.



3 You've only got a payload of 12, so sweep over the top and let loose six of your finest at each generator.



4 Now leg it away as fast as possible and get some distance between you and those giant gun towers on the Star Destroyer's flanks.



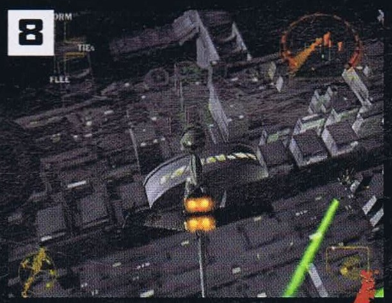
5 Swing yourself around and finish the job at high speed, using your lasers to blow the pods to pieces. Aaaaaalmost there…



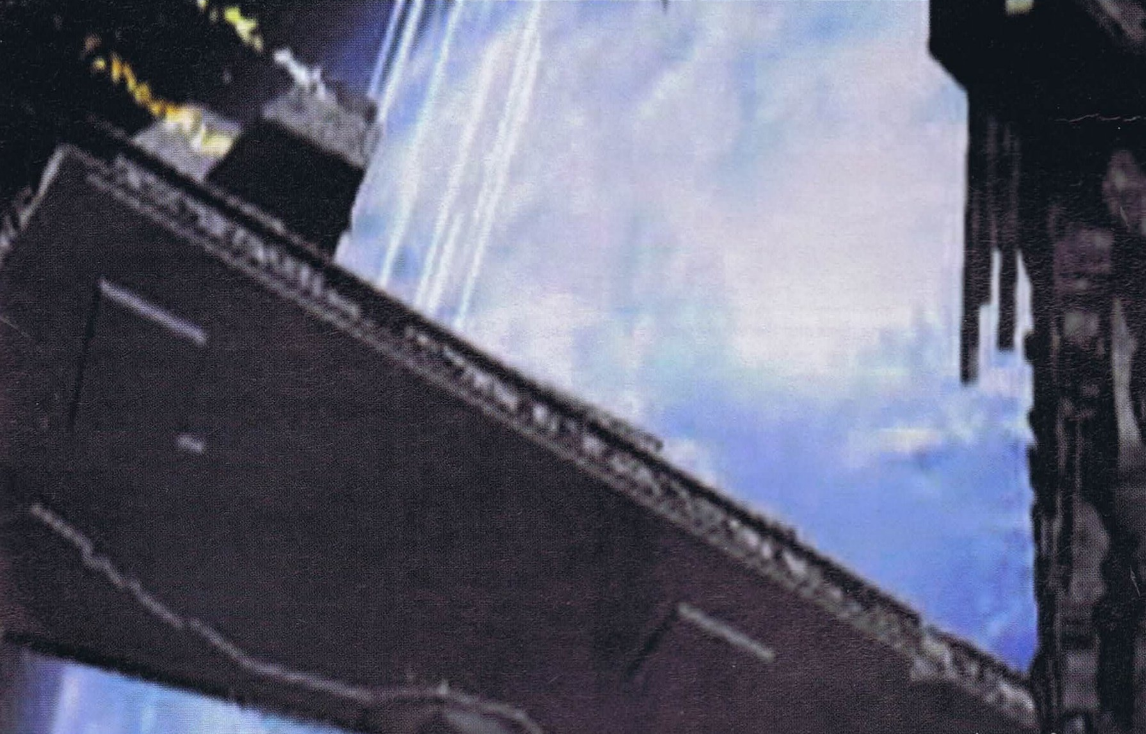
6 Now for the cheeky bit. You won't be much good without any torpedoes, so it's kamikaze time. Smash into the reactor at top speed.



7 Respawning with a full complement of torpedoes, head for the soft underbelly and pummel the reactor to blast it open.



8 Now veer right and get some distance before embarking on a head-on assault, before blasting the command deck with your remaining torpedoes.

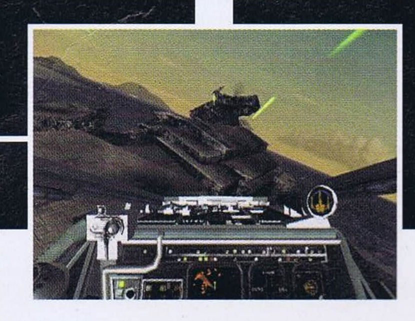


9

CRASH AND BURN

See that planet down below? That's Kothlis, a sun-kissed tropical paradise. Your mission is to pursue the Destroyer down to the crash site and retrieve the data stolen from the captured Razor. Trouble is, the Destroyer's guns are still mostly operational and there are hangars full of TIEs hungry for revenge.

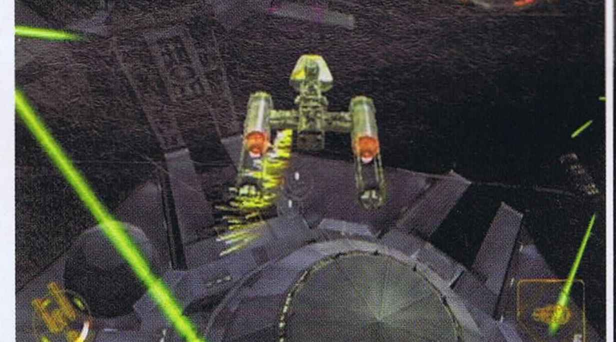




STAR WARS: ROGUE LEADER

The definitive review of Factor 5's processor-busting space shooter



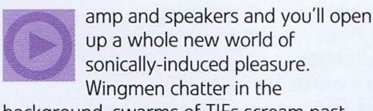






△ About as manoeuvrable as a floater. (*Cheers for that Geraint* – Ed).

△ If the trench run didn't blow you away with its visuals, the Ison Corridor will.



amp and speakers and you'll open up a whole new world of sonically-induced pleasure. Wingmen chatter in the background, swarms of TIEs scream past, inches from your cockpit, and lasers rasp from speaker to speaker as you gun down targets – all backed by John Williams' rousingly brilliant soundtrack.

Although we're never ones to be overtly influenced by the way a game looks, in *Rogue Leader*'s case it *does* make a big difference. The gorgeous, dynamic lighting effects, multiple layers, and liberal use of bump-mapping helps to bring an utterly convincing rendition of the Star Wars universe directly to your home – and it's for this reason alone that you'll want to revisit the game months down the line. Just like the films – which, let's face it, aren't without



TATOOINE TRAINING

To help you get to grips with basics of the game, there's a training level on Luke's home planet of Tatooine. Here you're taught bite-sized tutorials on the basics of flying, shooting and bombing, as well having a number of tasks to complete, like competing in races down Beggar's Canyon and blasting the hell out of the local wildlife.

> **"THE SOUND IS INCREDIBLE. INVEST IN SOME DECENT HEADPHONES OR A MEATY SPEAKER AND AMP AND YOU WILL OPEN UP A WHOLE NEW WORLD"**

their faults – *Rogue Leader* will continue to draw you in for a quick blast.

If you're a *massive* Star Wars fanatic, who simply *has* to indulge in every piece of merchandise to come from the Lucas stable then there's no doubt about it – this is about as essential a purchase as you're ever likely to find. But, even if you loathe the Star Wars hype machine and everything it stands for, it's worth putting aside your prejudices, for *Rogue Leader* is definitely still worth investigating. It's a great-looking, incredibly difficult shooter, that's simply structured and highly addictive – never something you should turn your nose up at.

So either way you're on to a winner, because while *Rogue Leader* will surely fly off the shelves, it also justifies its position as a 'must-have'. At the end of the day, come 3rd May all you'll be wanting is a Gamecube and at least one solid, high-quality game that graphically speaking, pushes your brand-new machine to eye-popping limits – and that game is *Rogue Leader*.

Regret it, you won't.

GERAINT EVANS



- Brilliant for showing off GC's power.
- Very challenging.
- Loads to unlock.



- Too much like its prequels.
- Some irritating faults.
- Not much depth.



IF YOU LIKE THIS...

Star Wars Rogue Squadron NGC/25 85%
Check this out for a gander at *Rogue Leader's* predecessor. Top stuff.



10 VISUALS
Amazing. Nothing so far comes close to this graphical masterpiece.

10 SOUNDS
The music, the sound, the speech – everything is spot-on.

9 MASTERY
A stunning indication of what GC can do in the right hands.



8 LIFESPAN
Even after you've finished it you'll still be coming back.

VERDICT

Perhaps not quite as ground-breaking as we'd have hoped, but still a must-buy. Star Wars brought to life with amazing style.



87

"Quite simply, *the* best football game ever made…"



LOOK THROUGH ME

The through ball is still, undoubtedly, ISS's greatest asset, a pinpoint, defence-splitting pass that no other football game has quite been able to mirror. Here, it works just as wonderfully. Look and smirk.

DOWN THE CHANNELS

Tactics haven't undergone too much of a change from the previous games, but there's a couple of new editing facilities, allowing you to chop and change players around.

SLIDING IN

Tackling is tough in ISS 2 as the 'step in' challenge is pretty ineffective, leaving only the more violent slide tackle as an option. You have to ensure you're either level with or in front of the player.

NET PLAY

Shooting is handled differently to the N64 versions with power bars determining how successful you are at hitting the target. Hold B for too long and your shot will go into orbit and never come down.

ISS 2

Coming home! The world's greatest football game makes its debut on Nintendo's blistering new chipset. And it's still world class…

INFO BURST

DEVELOPER:	MAJOR A
PUBLISHER:	KONAMI
PLAYERS:	1-4
MEM CARD PAGES:	12
RUMBLE FUNCTION:	YES
GBA LINK-UP:	NO
DISCS:	1
ONLINE PLAY:	NO

WHEN'S IT OUT?
ISS2 is out in the shops now here and in Japan. In the US? Soon.

COST:
£40

GET INTO THE GAME

Take to the field quickly and efficiently. A bit like Germany.

TEAM

Choose France to ease yourself into the game. Fantastic in all departments, particularly up front, you won't go far wrong with the World champions.

GAME LEVEL

Whack it down to Beginner. Stick it on 'Real' or 'Real Hard' and suddenly even the UAE will be sticking goals past you.

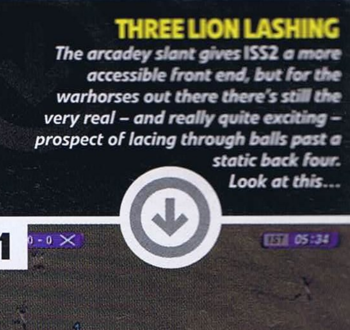
TEAM SELECT

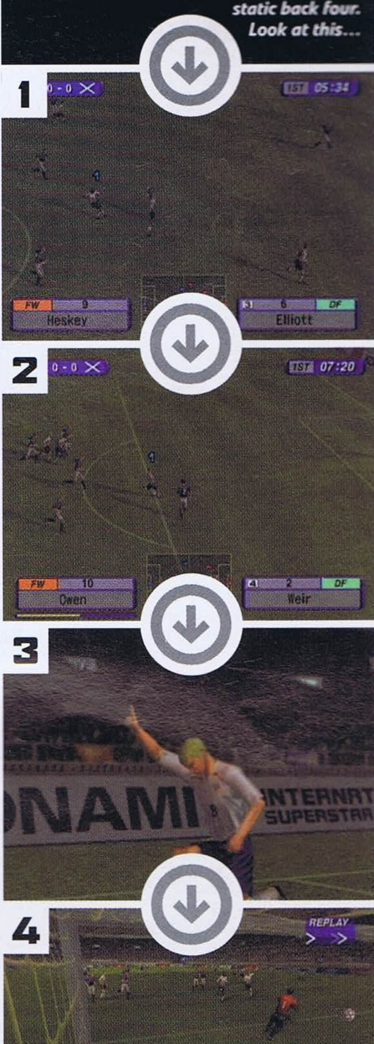
Don't bother fiddling with formations. For a quick, problem-free start, leave France on their default setting.

There's only one way you won't have allowed *ISS* to touch your life with its utter brilliance, and that's if you're living in some kind of *FIFA*-playing bubble where EA's relentless TV advertising and big-name endorsements have fooled you into thinking there's no alternative to their sluggish brand of pseudo-football.

If that's the case, it's time to bring yourself in line with the rest of the free-thinking world and get yourself acquainted with the *real* Beautiful Game.







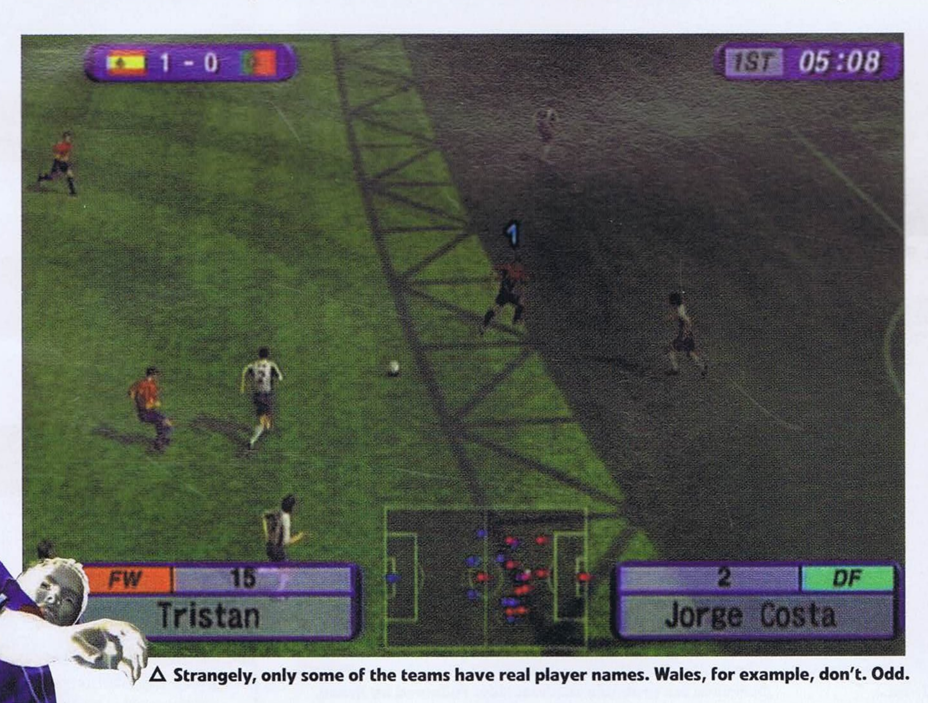








△ *ISS* was never about *FIFA* pre-match snazziness – and still isn't – but it does introduce a much silkier front end, and niceties such as the preliminary coin-toss.



△ Strangely, only some of the teams have real player names. Wales, for example, don't. Odd.



△ Great finish from the German lad. Goals are just as exciting in the new *ISS* as the old one.



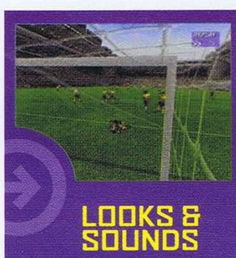
△ Stadiums look slicker, fourth officials crisper.

ISS, simply put, is *the* best football game ever made and, with this Gamecube version, there's no danger of that changing.

After playing the improved, but still wretchedly fault-ridden *FIFA Road to the World Cup* (EA have yet to make their next *FIFA* game available to us, but we all know what to expect), and then the nut-numbing *Virtua Striker v2002* in **NGC**/66, this is like upgrading from a place on the terraces at Hull to a director's box at Old Trafford. The genius that dripped from Major A's N64 *ISS*s is still very evident here, though the game has undergone a series of fairly drastic changes, a no-doubt very intentional move to try and give *FIFA* more of a run for its money.

The result is a game that, unlike previous *ISS*s, looks to break in new arrivals early with easily accessible basics, tricks and more advanced moves, while also attempting to cater for better, more determined players with a wealth of trickier skills discoverable the more you play. It's a mostly successful mix too, with previously *ISS*-shy members of **NGC** taking to *ISS 2* fairly easily, though it does leave experienced campaigners feeling a little short-changed, especially as there are some trickier skills – just not that many.

Still, it's good enough at both arcade and simulation to prevent you from spending too long pondering its shortcomings – of which there are a fair few. Surprisingly, they don't stem from the game's shift in stance, but more from, presumably, a lack of playtesting after the game was dismantled and then rebuilt. The most annoying problems are ones that seem to have been inexplicably 'borrowed' from *FIFA*: moves are now stored up, resulting in gilt-edged chances ballooning over the bar, or straightforward passes being hammered into the stands; the players have *huge* turning circles

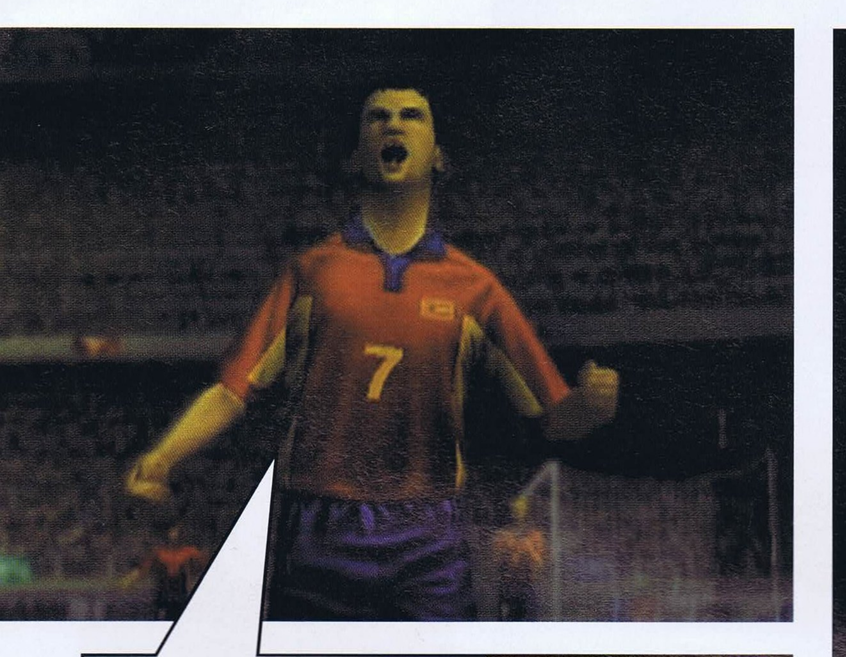


LOOKS & SOUNDS

ISS2 probably has some of the best commentary of any football game ever, with Jon Champion and Mark 'Lawro' Lawrenson teaming up in the press box. It also has some fantastic touches on the field too – watch, for example, as the in-goal camera gets hit by a ball!

"IT'S GOOD ENOUGH AT ARCADE AND SIMULATION TO PREVENT YOU FROM SPENDING TOO LONG PONDERING ITS SHORTCOMINGS"

"It's still far and away the daddy of footie games"



INSTANT REPLAY!

The replays in ISS 2 are terrific, allowing you to view the action from pretty much all angles. Look out for the computer's default positions too – including the net cam.



△ Right on the stroke of half-time, Nigeria get the opportunity to claw it back.



△ Passing feels different, perhaps not quite as smooth, but it still beats *FIFA*.



△ Tactics are clever, right down to player positioning.



△ The keeper doesn't seem unduly worried. Yet.



△ France are probably the best side. Followed by Brazil.



- Brilliant, fluid play.
- Loads of moves.
- Best commentary yet.
- Mostly real players.



- *FIFA*-style storing up of moves.
- Huge turning circles.
- 'Catch-up' is unfair.



IF YOU LIKE THIS...

ISS '98
Konami
NGC/22 91%
It might be on N64, but it's the most perfect *ISS* made.



7 VISUALS

Not amazing, but the players look good, and the animation's great.

7 SOUNDS

High quality commentary, low quality sounds.

7 MASTERY

Its mastery of football is unequalled, but it's technically quite plain.

9 LIFESPAN

Ignore the problems and this will run and run. Loads to discover.

VERDICT

A super-slick slice of football, as brilliantly realised as always, but with a few nasty bruises this time round too.





"THIS IS SUPERB STUFF, BEEFED UP WITH TOP NOTCH COMMENTARY, EXTENSIVE EDITING OPTIONS AND AN ALL-ROUND VISUAL UPGRADE"

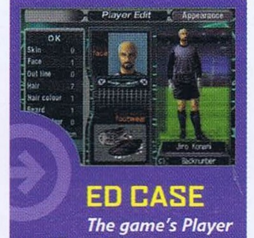
so it's impossible to collect the ball close to the touchline and bring it back in-field; goals are now almost guaranteed if you use the age-old *FIFA* technique and approach from a diagonal; and there are other, lesser niggles, like inaccurate tackling and the insistence on using 'catch-up' to aid the defensive team.

Fortunately, the game is so good so often that you tend to find yourself unconcerned by the sight of an *ISS* game being less than perfect, and instead focus more on the familiarly brilliant touches and fluid, end-to-end counters that still make the game tick.

Player animation is better than ever, refined right down to reactions to bad tackles, while the moves list has been increased – though not by as many as we might have hoped. The ones that are here seem to be extensions of moves that were featured in the previous versions, including the PlayStation games, rather than all-new additions. In fact, this version of *ISS* bears more than just a passing resemblance to the PS2's *Pro Evolution* – there's virtually no dribbling, for example, a feature N64 *ISS* relied heavily on and which the PlayStation incarnations didn't. This certainly isn't a bad thing – far from it, as the 32-bit versions were actually very, very good – but it could go some way to explaining why this *ISS* is a little problematic, trying as it does to combine the best of both worlds and not quite succeeding in pulling off either.

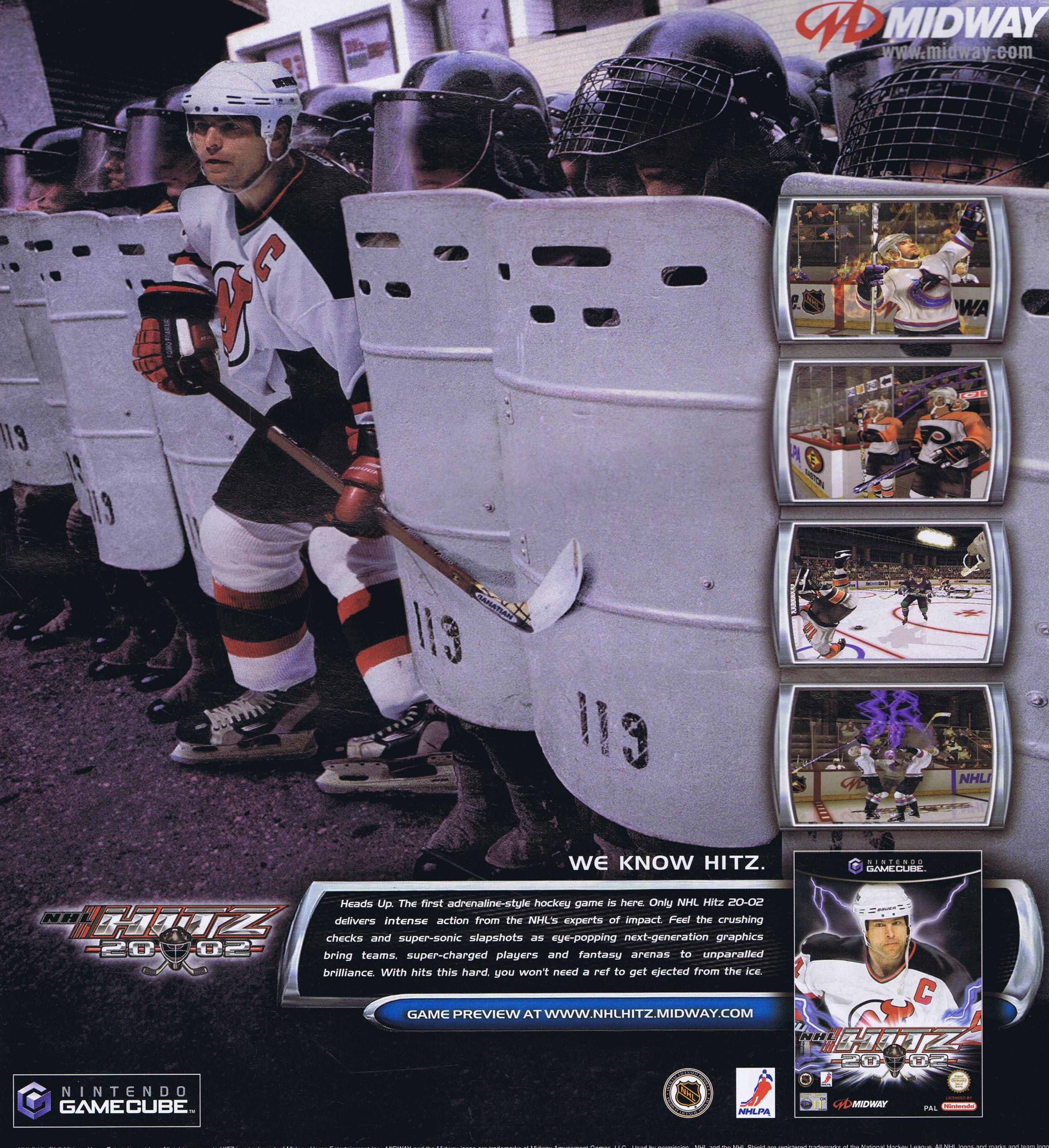
Still, this is superb stuff, beefed up with some top-notch commentary, extensive player editing options, brilliant replays and an all-round visual upgrade. Okay, so it might not be Golden Balls any more but it's still far and away the daddy of footie games.

TIM WEAVER



ED CASE

The game's Player and Team Editor hasn't changed much in concept since the first one appeared in ISS64, but now you're given more stupid haircuts to choose from. We'd like to see some really ludicrous hairstyles and beards in the next version, though.


MIDWAY
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WE KNOW HITZ.
NHL HITZ 20-02
Heads Up. The first adrenaline-style hockey game is here. Only NHL Hitz 20-02 delivers intense action from the NHL's experts of impact. Feel the crushing checks and super-sonic slapshots as eye-popping next-generation graphics bring teams, super-charged players and fantasy arenas to unparalled brilliance. With hits this hard, you won't need a ref to get ejected from the ice.
GAME PREVIEW AT WWW.NHLHITZ.MIDWAY.COM
NINTENDO GAMECUBE
NHLPA
MIDWAY
PAL
LICENSED BY Nintendo

"*Gauntlet* is a mind-numbing waste of time to play"





BLUR-O-VISION

Gamecube was designed to shift massive textures with loads of intricate detail. Shame nobody told Midway's programmers.

PATH

Sometimes you'll find extra routes, usually hidden behind locked gates. You'll have to sacrifice a key if you want to see where they lead.



FOUR PLAYERS

To be quite honest, this is Gauntlet Dark Legacy's one and only selling point, although it's not as if the world is suffering a drought of four-player games at the moment.



ITEMS

Most treasure chests contain money or magic potions, but a few conceal more potent power-ups that can be selected using the D-pad and activated at the appropriate moment during a boss battle or other sticky situation.

NGC ON THE DVD

GAUNTLET DARK LEGACY

Ghoulish! Beware the monsters – they're all cretins. A dark legacy indeed for a once-great Atari coin-op.



INFO BURST

DEVELOPER:	MIDWAY
PUBLISHER:	MIDWAY
PLAYERS:	1-4
MEMORY CARD PAGES:	3
RUMBLE FUNCTION:	YES
GBA LINK-UP:	NO
DISCS:	1
ONLINE PLAY:	NO

WHEN'S IT OUT?

Dark Legacy will be out on 14th June. If you can't wait, you can always try the US version which is out now. Not that you'd want to.

COST: £40



When you excitedly unwrapped that shiny new Gamecube and popped your first teeny-tiny disc onto the drive spindle, the last thing you would have expected to follow that funky boot-up sequence would be a game that looked technically poor by N64 standards…

TECHNICAL TRAGEDY

Getting such ropey results from hardware that most sensible developers have proclaimed a doddle to program for must take years of practice, and in that respect the people who put together *Gauntlet: Dark Legacy* are plainly among the masters of their art.

Forgetting the one-dimensional play mechanics and horrible slur on a decent coin-op's good name for just a moment, *Gauntlet: Dark Legacy* is worth seeing just to remind yourself that not every game is going to be a *Pikmin* or a *Super Smash Bros*.

It's guilty of just about every graphics crime in the book, from wooden animation to fuzzy textures, inexplicable slowdown (even during the main level select area!), and dodgy framerates. It even has a carefree camera that often forces you to run towards the screen, so you can't see enemies or whatever else is coming until they're standing right in front of you – and this is a game with a fixed 'on rails' camera, not a free-roaming 3D adventure. Incredible.

> **"IT'S GUILTY OF EVERY GRAPHICS CRIME IN THE BOOK, FROM WOODEN ANIMATION TO FUZZY TEXTURES"**

The gameplay is much like the classic *Gauntlet* of old – collect keys, unlock chests, and hack or shoot your way through hordes of monsters until you and your party of up to three friends make it to the exit.

TOOLING AROUND

New additions include a magic system that

Reworked but not re-energised, we take the new *Gauntlet* for a spin

RUNNING THE GAUNTLET

Gauntlet has been doing things its own way since 1984. This is the latest update.



DEAD POOLS

It doesn't take much effort to destroy a monster generator, but if you don't target it quickly then it spews out loads of evil creatures.



TOP OF THE CLASS

Each player class has special strengths, such as high magic power or extra health. Still, just hammering the A button usually does the job.



CHEST SAY NO

You can bash away at the treasure chests all you want, but they only open if you use a disposable key. Some contain booby traps.



NOW THAT'S MAGIC!

Certain enemies, such as Death, can only be offed using magic potions. Collect a big stash and use wisely.





△ This is about as nice as the graphics ever get.

△ Surely there were better movie sequences than this on the Mega CD.

"ANOTHER EFFORT LIKE THIS ONE AND WE'LL SOON FORGET HOW MUCH FUN THE ARCADE ORIGINAL WAS"

enables you to unleash spirit beasts, fireballs and the like, simply by collecting the many power-ups you find littered around the levels. There's also a defensive move to block incoming attacks, and the list of characters, items and weapons is a lot larger than it ever was in the original coin-op.

But none of that matters in the slightest, because *Gauntlet: Dark Legacy* is such a mind-numbing waste of time to play. The monsters are spectacularly stupid, blundering into traps whenever called upon to move in anything other than a straight line, and utterly unable to walk around the smallest piece of protruding polygon without getting stuck. You can just leave them to gather in a corner, then shoot them at your leisure from a distance. Every now and then you'll meet a boss, and the only thing that seems to separate these big guys from their lobotomised cronies is their ability to fire homing shots at you. So even if they can't navigate around solid objects to chase you, they can still get you on the cheap.

STROLL ON

The entire game is little more than an exercise in walking around generic fantasy levels, stabbing at the A button whenever a fresh group of monsters appears. We don't have anything against simple gameplay, but *Gauntlet Dark Legacy* lacks any real incentive to keep plugging away at it after the first Game Over screen pops up. There's no challenge and no innovation to pique your curiosity. It's just dull.

The big selling point here is supposed to be the option to have four players competing for individual treasure as part of a team, which does of course add a little something to the proceedings. Tragically, the screen is much too cramped to enable four players to move around freely, especially given the sheer abundance of monsters and the closeness of the camera view, so even that potentially enjoyable option ultimately becomes a colossal waste of time.

In light of this shocking effort, then, maybe it's time for *Gauntlet* to retire and start growing old gracefully. Another lame effort like this and we'll soon forget how much fun the original arcade game was.

A dark legacy, indeed.

MARTIN KITTS



DOUBLE THE FUN

There are a few two-player moves, for the odd moments when you can grab another player and launch a special double attack. The tight corridors in each level mean it's hard to pull off, though, so you're better off using the standard moves.



- Briefly amusing four-player action.
- Er…
- That's it. Sorry.



- Dire graphics.
- Tedious gameplay.
- Stupid enemies.
- Dwarfs called Marvin.



IF YOU LIKE THIS…

Luigi's Mansion
Nintendo
NGC/67 90%
Not that similar, but a great example of arcadey adventuring.



2 VISUALS
Visually, you're not likely to see worse than this for a while.

4 SOUNDS
An unmitigated disaster. Fuzzy effects and forgettable music.

1 MASTERY
The poorest use of GC's hardware so far – and maybe for a few years.

3 LIFESPAN
Boring and repetetive, even in multiplayer. Ten minutes, tops.

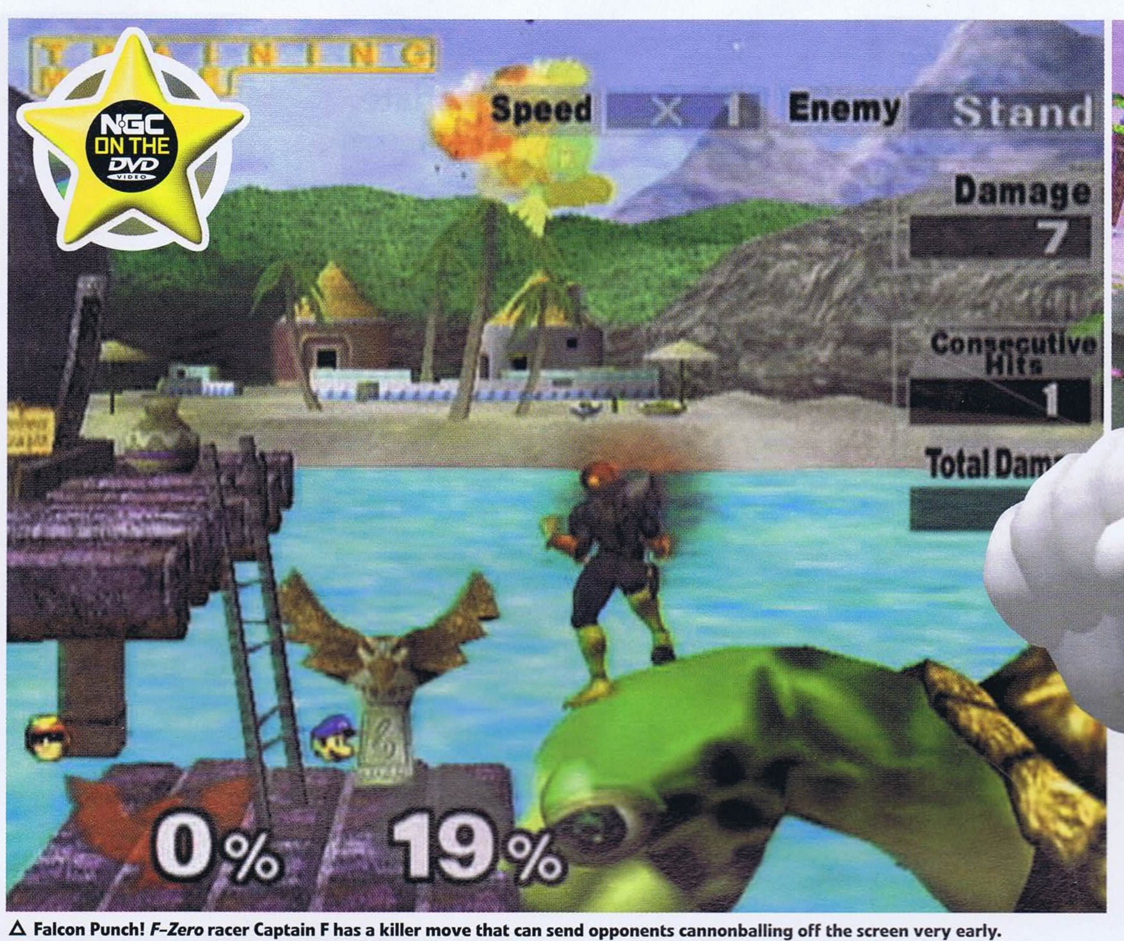
VERDICT

Bumbling and inept, *Gauntlet: Dark Legacy* is exactly the sort of thing you didn't buy your GC for. Avoid this like death itself.



25

"A vibrant celebration of everything that makes Nintendo great"



△ Falcon Punch! *F-Zero* racer Captain F has a killer move that can send opponents cannonballing off the screen very early.



SUPER SMASH BROS MELEE

Smashie and nicey! Who'd win in a fight between Mario and Luigi? Brotherly love ain't an option here…

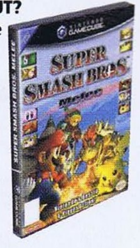
NGC STAR GAME

INFO BURST

DEVELOPER:	HAL
PUBLISHER:	NINTENDO
PLAYERS:	1-4
MEMORY CARD PAGES:	11
RUMBLE FUNCTION:	YES
GBA LINK-UP:	NO
DISCS:	1
ONLINE PLAY:	NO

WHEN'S IT OUT?
24th May here – import versions are available as we speak.

COST:
£40



GET INTO THE GAME

Bring yourself up-to-speed with the new *Smash Bros* in next to no time.

TRAINING
Training, eh? Well, even if you played the N64 incarnation of Smash Bros, it's still worth checking out the Training mode to see how the old moves work with the new controller, and all the extra stuff that has been added.

ADVENTURE
Choose single-player mode, Regular Match, Adventure. It's a test of all the basic Super Smash Bros skills you need to perfect in the main fighting game – running, jumping, and controlling attacks – in one easy package.







SUPER SMASH BROS MELEE

Nintendo do it loud and proud in this brilliant multiplayer rumble

HISTORY

Everything from the characters to the music to the playing arenas is plundered from Nintendo's rich back catalogue. Games historians will have a field day.

GRAPHICS

Most of the action is filmed from a distance, but the characters are all rendered with an amazing amount of detail – right down to the cleats on the soles of the Ice Climbers' boots.

DAMAGE

It's all about inflicting as much damage as possible in a very short time – any player who takes a moment to draw breath and watch the pretty graphics won't finish on top when the points are added up.

VARIETY

With 25 characters and a vast range of game modes, including an epic 64-player tournament for those of you with an abnormally large front room/number of friends, it's the biggest thing on Gamecube.

OLD FAVOURITES

Kirby was the strongest character in the N64 version, and once again his morphing abilities complement a powerful set of basic moves. Of the other returning characters, Pikachu has been noticeably powered down, and Link retains the most varied set of special attacks.









Even if *Super Smash Bros* for the N64 didn't really do it for you, that's no reason to dismiss *Super Smash Bros Melee* as just a bigger, nicer-looking update. You'd be missing out on an experience that matches many of Nintendo's best moments of the last few years, because *SSBM*'s reworking of the *Smash Bros* theme is so comprehensive, you might as well consider the N64 version as a mere trial run.

What *SSBM* offers is more of everything – characters, moves, gameplay, the lot. It's a long way from the *Tekken*s of this world, with no complicated combos or tricky special moves to pull off, but under the surface there's a fighting game that requires almost as much skill, in its own way, as any of the 'serious' martial arts sims, and is a lot more fun. Like the original, it's basically a set of chaotic four-player battles, closer to a playground bundle than any kind of organised fighting. The simple aim is to inflict enough damage on your opponents to make them vulnerable to being thumped out of the arena, either falling off a ledge or pinging into the background, trailing smoke as they go. Humbled players are immediately reincarnated, and at the end of the two-minute free-for-all the scores are totted up and the winner takes a bow for some applause and back-slapping.



RENDER BENDER

Super Smash Bros Melee has the first full-motion video intro we can recall seeing in a Nintendo game – for a long time at least, if not ever. Fortunately it isn't intrusive in the slightest, and you don't have to wait ages for it to load just so you can press Start to skip it. In fact you might even want to watch it more than once – a rare thing for FMV.

WHAT'S THE DAMAGE?

Instead of having a standard health bar that gets depleted each time you take a blow, there's a damage meter that starts at zero and can rise all the way up to 300 per cent. You can be knocked off into the void at any time by a clever opponent, but once the meter gets beyond the critical 100 per cent mark you become increasingly vulnerable to taking a big hit and shooting off the screen like a cannonball.

> **"THIS GAME REQUIRES ALMOST AS MUCH SKILL, IN ITS OWN WAY, AS ANY OF THE 'SERIOUS' MARTIAL ARTS SIMS. AND IS A LOT MORE FUN"**

The fighting system is brilliantly done, without any of the usual left punch/right punch/quarter circle fiddliness. You can quite happily get away with using just the thumbstick and the A and B buttons to access the most commonly used attacks (in fact there's an option for ham-fisted or

"Characters are rendered with an amazing amount of detail"



△ Foxy sneaks up on Pikachu. Fox's general speed, coupled with a great dash move, makes him very elusive.

△ The orange mane and horns show that Kirby has recently gobbled down a chunk of Bowser.

FIELD OF PLAY

Fantastically designed, each arena conceals many potentially deadly traps.

CAVES

The cave network underneath the temple at Hyrule is a great place to lure floaty players like Kirby and Peach, who rely on being able to soar away from trouble. You stand a much better chance of making them fall if they're standing on this slippery precipice.

RUINS

This wide open area backs out over a sheer drop, and it's perfect for Pichu's electrical attacks. Nobody likes getting forced close to the edge, so it's a good source of game-winning situations if you're playing as one of the faster characters.

POWER PLAY

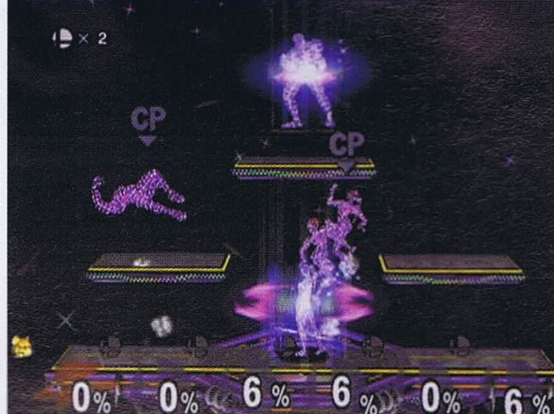
There are many types of character, although you'll find that a lot of the secret ones are basically clones of existing characters. In general, power fighters such as Donkey Kong and Bowser require a very different playing style to quick fighters like Pikachu and Fox McCloud, plus there's the floaty Kirby and the downright bizarre Mewtwo to test your all-round Smash Bros ability. You'll soon find a favourite .

GOING SOLO

It's intended to be a multiplayer game – that much is obvious from the moment you first play against a few friends. But there's loads of stuff to do alone, too.



PRACTICE
Essential for getting a grasp of the basics and finding out just how much depth there is to the fighting.



MULTI-MAN
Blast an endless army of wireframe humans into the void. It's one of the most compelling game modes of all.



VERSUS
The full versus mode and all its many variations are available with computer bots standing in for absent mates.



ADVENTURE
A mixed sequence of platform levels, challenges and fights. It's slightly different for each character you pick.



EVENT
Scenarios such as protecting a weak player, beating a number of enemies within a time limit, and grudge matches.



STADIUM
Grab a bat and slug Sandbag in the bizarre Home Run Contest.



very young players that disables every button except A, and it's still pretty good). To perform the hardest offensive move – a charged-up Smash attack – all you have to do is flick the joystick and hold A, which is about as complicated as the game ever gets.

SMASHING GAMEPLAY

Subtlety is introduced by way of the three shoulder buttons, which enable a variety of darts, feints, rolls, throws, and a defensive shield. Once you've got the timing of them (it takes a few hours before it really clicks) you'll be able to enter the lightning-fast world of the true *Smash Bros* master, where split-second reactions and instant tactical decisions make the difference between victory and the humiliation of watching your character thump against the inside of the TV screen, and slide down the glass.

A massive selection of pick-ups throws an element of fortune into the mix. There are 31 items, ranging from the fairly useless fan to the deadly warp star, and there's always the chance that something bad might happen if you opt to use one – the end might fall off your hammer, leaving you waving a useless stick, or you might get shrunk by a poison fungus instead of swelling up to double your size with a power mushroom.

With 14 characters available from the start, and a further 11 waiting to be unlocked, it's a commendably big game. If all it consisted of was the main fighting game, *SSBM* would still be the pick of the current crop of Gamecube titles, but the options screen reveals an overwhelming array of different modes.

You can play the versus mode against up to three human or computer players, with ten preset variations such as Sudden Death





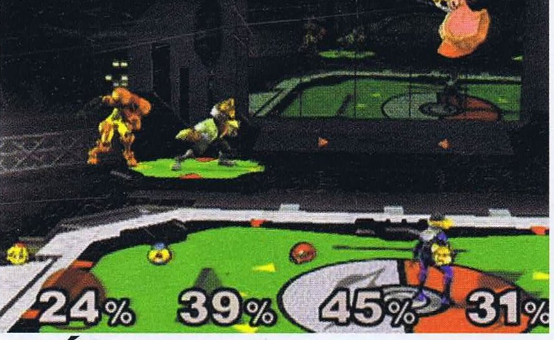
PICTURE PERFECT

You can use a spare controller plugged into the fourth port to activate the special Camera mode. Using a set of basic options, you can take snapshots of your most impressive battles and then save them to a memory card – but at upwards of ten blocks each they'll soon eat up all the available space you've got on there.

"SPLIT-SECOND REACTIONS AND INSTANT TACTICAL DECISIONS MAKE THE DIFFERENCE BETWEEN VICTORY AND HUMILIATION"

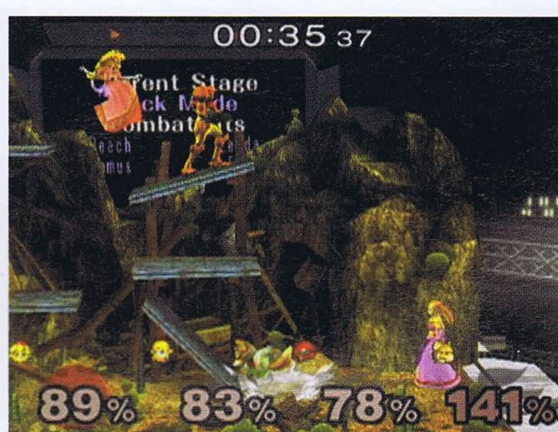
CHANGING ROOMS

Almost all the levels have some kind of metamorphosis feature. Here are some of the more exciting ones…



POKÉMON STADIUM

The standard Pokémon Stadium level is just a simple flat arena with a couple of floating platforms.



STADIUM ROCK

But when the random Rock mode strikes, the floor collapses and a rickety old gold mine rises up from beneath.



WARNING!

When that warning arrow appears, you'd better get moving if you don't want to become instant roadburger. The battle takes place on a track that moves, stops, spawns platforms, passes through tunnels and is invaded by a full F-Zero Grand Prix about every ten seconds or so. Should keep you on your toes, anyway.

MUTE CITY

Fighting on an F-Zero track? Well, there's always the chance of knocking your opponent underneath a pack of passing 1000mph hovercraft, so it's not as insane as it sounds. Don't stay on the track for too long…



DON QUIXOTE

On the other hand, if you get Water mode then you'll have a windmill and a nice pond to splash around in.





(everyone starts with with 300 per cent damage) and Lightning Melee (basically an insanely fast Turbo mode). If none of those take your fancy then the rules can be customised down to the tiniest detail – compete for style points, add individual handicaps so that even the most hopelessly useless of players won't always be on the receiving end of multiple demoralising thrashings, or play to collect the coins released whenever anyone gets thumped.

You can choose which power-ups you want to have appearing in each bout and the frequency with which they appear, enabling you to fight with just beam swords, no health, plenty of the large party balls that spew goodies (or explode in your face), or even have a 'pure' battle with no extra items whatsoever.

The game even saves minutely detailed records for up to 30 named players, recording important info such as how far you've walked during your fighting adventures. And if you're having trouble remembering which character belongs to



△ To finish this bonus stage, enter one of the many exit doors – the further, the better.

SUPER SMASH BROS MELEE

Nintendo do it loud and proud in this brilliant multiplayer rumble

NGC EVENT-O-METER

How *Smash Bros* catches you by the eyeballs and never lets go…

Like the finest works of S Club 7, this game infests your brain and produces severe hallucinations on withdrawal. Brilliant!

EXCITEMENT — ONE DAY, ONE WEEK, ONE MONTH, ONE YEAR — LIFESPAN

HIGH POINT
Lasting
With more tweakable options than any other game, Super Smash Bros will stay fresh for ages. Years, in fact. Get it now!

HIGH POINT
Hooked
The gorgeous graphics, catchy tunes and simple gameplay grab you from the word 'go'. If this was sold in edible form, it would be illegal.

PIKA-PIKA-PIKA-PIKACHU

As one of the easiest characters to use, and most infuriating to fight, it's only fair that Pikachu takes a dose of his own medicine.

FOURSOME

So, then, going from left to right we have Trailer Park Pikachu, Irish Pikachu, Paul Daniels Pikachu. and plain old Pika-Pikachu.

The various different types can be accessed by switching between Pikachu's alternative costumes (which are all just hats). Each character has four outfits – we've yet to find any secret ones locked away here.

BEGGORAH!

Using the power of his green Leprechaun hat, Irish Pikachu unleashes the unstoppable fury of the Thundershock (cue groans).

Pikachu's electrical attacks are powerful enough to blast weakened opponents into orbit, but they don't seem to be quite as quick to execute as they were on the N64, making Pikachu less of an invincible lightning machine.

MAYBE

Thus we arrive at Thundershock Central – Piiiika! Paul Daniels Pikachu watches sagely. Irish Pika falls through a hole in the floor.

Of course, when you've got four Pikachus leaping around the screen like mice on a barbecue, the air is going to crackle with the sound of lightning, and there's not much chance of staying on the platform for too long.



NOT A LOT

With Irish out of the reckoning, Trailer Park whips up a tornado of Thundershocks, as PD magicks himself inside a solid wall.

Getting stuck inside some of those regenerating blocks at the lower right corner of the screen isn't a handicap – in fact it can be quite advantageous, since you can leap out and surprise people with a vertical attack. Or a Thundershock.



TROPHIES

There are untold numbers of these little Nintendo models to be found in the game, either during the one-player mode or by buying them with coins you've collected. They can be very obscure too – this one's called Poo (excellent!), and he's from Earthbound, appropriately enough.

which player when the action gets really hot, you can each have your own name floating above your fighter of choice, so you'll always recognise which of your mates you're about to send plummeting to an untimely grave.

If that little haul still doesn't cut the mustard, there's a whole set of challenges to complete. Or maybe you could have a crack at collecting the numerous Nintendo trophies hidden in the game, or see how many of the 200-odd style awards you can win. Perhaps you'll spend most of your time with the one-player adventure mode's combination of platform exploration and *Smash Bros* fighting, or simply playing for points at the minigame stadium. If you're still shaking your head and dismissing *SSBM* as a cheap, throwaway, 'kiddie' title, then perhaps you'd be better off putting the controller down and sitting back to watch *Metal Gear Solid 2* for the evening.

"THE ONLY DOWNSIDE TO THE GAME IS THAT YOU'LL HAVE TO WAIT A WHOLE THREE WEEKS AFTER THE LAUNCH OF GAMECUBE TO GET IT"

Yes, it looks like a simplified beat-'em-up aimed at kids, but we'd like to think we're all adults here, and we reckon *Super Smash Bros* is a vibrant celebration of everything that makes Nintendo so much more interesting than any other software company: the peerless roster of characters; the deep and very proud sense of history revealed in the trophy biographies and countless audio-visual nods to past Nintendo games; the instant playability matched with long-term depth – it's a different class. The Nintendo Difference, if you like. The only downside is that you'll have to wait 11 more days before getting your hands on a copy of what must surely be the best GC game yet.

So whatever you do, make sure you've got a spare £45 stashed away for 24th May – the day Gamecube will *really* come to life.

MARTIN KITTS



- Superbly fast, brilliantly done action.
- Easy controls.
- Loads of variations.

- Few moves.
- Some poor arenas.
- Tends to reward 'cheap' players.



IF YOU LIKE THIS…
Mario Kart 64
Nintendo
NGC/1 91%
Similarly engrossing take on a very popular genre.



9 VISUALS
Fast, and though you rarely see them up close, very detailed too.



10 SOUNDS
Classic Ninty themes gets a rousing orchestral makeover.



9 MASTERY
It's a genuine Cube title rather than just a next-generation update.



10 LIFESPAN
Like *Marios Kart, Tennis* and *Party*, it's endless multiplayer fun.

VERDICT

Great to watch and loads better to play. GC's number one title, this delivers more and will last you longer than any other game.





"*Bloody Roar* is enjoyable but pretty shallow fighting fodder"

HUMAN FORM
It depends on your tactics, but you'll spend most of your time in this form, chipping away at your opponent's health while you wait for your Beast Gauge to fill up.



ARENAS
None too shabby. Smack someone hard enough against a wall and it'll break, allowing you to force them out of the arena. On some levels the floor even gives way.

ANIMAL FORM
Your beastly alter-ego, which you can change into when your beast gauge is full. By activating this form you can pull off super-moves called Beast Drives, as well as regain some health.





HEALTH BAR
If you run out of this you lose a round. Lose two rounds and it's game over. When in Beast form, you can regain any of the health that's highlighted in blue.



BEAST GAUGE
Once this is full you can transform into an animal. It also lets you know how much life you'll lose if you force the change by activating the more powerful Hyper Beast form.

INFO BURST

DEVELOPER:	HUDSON
PUBLISHER:	ACTIVISION
PLAYERS:	1-2
MEMORY CARD PAGES:	3
RUMBLE FUNCTION:	YES
GBA LINK-UP:	NO
DISCS:	1
ONLINE PLAY:	NO

WHEN'S IT OUT?
Out now, absolutely everywhere in the world. Including here.

COST: £40



BLOODY ROAR PRIMAL FURY

Animal nitrate! A half-decent beat-'em-up in time for a Nintendo launch? And from Hudson? We smell a rat! And a mole! And a rabbit! and a… well, you get the idea.

As far as platforms for beat-'em-ups are concerned, the N64 was a real stinker. Okay, so *Fighter's Destiny* wasn't *too* bad, and it did have a number of redeeming features, but it was still a far cry from the *Soul Calibur*s of this world. To add insult to injury it took over a year to make it to these shores, a sorry state of affairs that, thanks to *Bloody Roar*, can never befall our beloved Gamecube. What's more, as luck would have it, it's currently sitting on a shop shelf even as we speak, and being the solitary fighter on launch day, it's a good job that it isn't half bad.

READY… FIGHT!

Starting from the top, *Bloody Roar: Primal Fury* begins with a rather pleasant surprise – a smart anime intro (something that we wish to jiminy Capcom would get around to including in their *Street Fighter* series, but anyway…), and following on from that you have that classic menu screen: Arcade, Versus, Survival, Training, Team Battle, Options and so on – so far so good. Naturally, the first port of call will undoubtedly be the Arcade mode and, again, everything is as you'd expect. There's a decent enough selection of characters (12 to begin with) along with the option to change costume, number of rounds and the like. From here, it's on to the arena for some all-out scrappage.

The environments, while not exactly stunning, are nicely detailed and solid-looking, and there's a sufficiently pleasing variety of them too, ranging from the usual dojos to industrial-themed and underwater arenas. Not only that, but ramming your

BLOODY ROAR: PRIMAL FURY

Gamecube's first fighter – and it's a bit of an animal

Activating Beast close to your opponent pushes them away (annoyingly).



The fighting system, while competent, lacks the fluidity of its competitors.



There are special FX aplenty, but they often obscure the action.

ANIMAL MAGIC

Want to know how the animal transformation works? Here's a typical situation…

1


Meet Alice. She's about to get her face kicked in by a bearded fool in a Hawaiian shirt – that's if he's not distracted by the poorly animated contents of her sweater.

2


To stop her hotpants from getting scuffed against the dojo wall she'll need to turn into a bunny wabbit. Best press the Beast button, then.

3

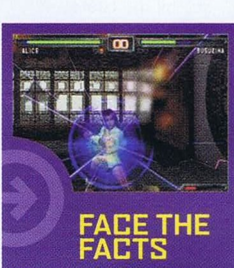

In Beast mode, Alice has all her normal moves and combos, but she's also a little stronger and has a couple of new, visually dazzling special moves at her disposal.

4


Now, by activating a Beast drive with the D-pad, she'll start an automated combo that'll deal loads of damage before she reverts back to human form.

5


Now she can either wait for her gauge to charge up again or, by sacrificing her health, she can perform as many Beast drives as she wants



FACE THE FACTS

While not particularly detailed, the character model's faces are nicely rounded and smooth and actually manage to exude some semblance of character, which is a good job really because there's little in the way of pre-battle, defeat or victory banter to give them any more personality.

opponent can damage the sides of the ring before eventually smashing and giving way to some ring-out potential.

BEAST, WELL BEAST

Anyway, on with the actual fighting – initially the system is very accessible. You have Punch, Kick, 'Beast' and Block buttons for your basics, while the shoulder buttons rotate your character around your opponent and the Z-trigger activates your Hyper-Beast power. For the most part, Punch and Kick are your staple diet, with multiple presses of each reeling off a standard, two-hit or three-hit combo. Combining stabs at the D-pad in a particular direction, alongside quarter rotations and mix-ups of the three basic attacks (punch, kick and Beast) enables you to string together lengthier, more volatile combos, with the Beast button transforming your character into their animal alter-ego. While fighting, your Beast Gauge builds up and a flash indicates that you can turn into your animal form, increasing strength and defence parameters while giving you the opportunity to unleash one of your character's two super-moves. Unfortunately, once you've got the hang of this, there's little else for you to explore in terms of strategy, and ultimately all that's left is to pick holes in the game's structure.

BLOODY BORE

Essentially, then, *Bloody Roar* is enjoyable but pretty shallow fighting fodder – especially if, like the best examples of the genre, you're looking to be playing this a few years down the line. With its weak basic move set, linkers, juggling options and custom combo potential, the only real 'depth' on offer comes with the decision of when to activate the Beast transformation – but even this is spoiled by a lack of immediacy in the opening frames of special moves and the fact that you can cheap your way through a battle by activating the Hyper-Beast form and continuously super-moving your way to victory. Not great.

"THE ONLY THING TO OFFER ANY REAL DEPTH IS THE QUESTION OF WHEN TO ACTIVATE THE BEAST GAUGE"

Additionally, there's some problems with the Gamecube's pad. A tiny D-pad and a lack of uniform buttons for instinctive timing will probably make traditional beat-'em-up's a bit of a problem on Nintendo's console but, as we've seen with *Smash Bros*, you can get around it. It'll certainly be interesting to see how *Soul Calibur 2* copes later in the year.

Until then, this'll tide you over, but beat-'em-up junkies will find themselves craving more than *Bloody Roar* can possibly offer.

GERAINT EVANS

+

- Instantly accessible.
- Animal forms are cool.
- The Beast Drive super-moves look fantastic.



- Cack fighting system.
- Sluggish controls.
- Not enough one-player challenges.



IF YOU LIKE THIS…

Super Smash Bros Melee
Nintendo
NGC/64 95%
An awesome, mould-breaking beat-'em-up.



7 VISUALS

Nothing spectacular, but nicely detailed and smooth enough.



6 SOUNDS

Forgettable tunes with not much to offer in terms of speech.



6 MASTERY

Some good use of GC's meat, but the all-round performance isn't great.



7 LIFESPAN

Good fun for two, and enjoyable enough to revisit occasionally.

VERDICT

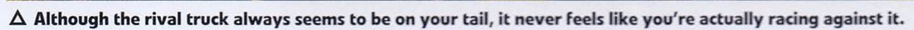
A competent and entertaining fighter that lacks the refinement of the genre's finest. Still worth a look, though.





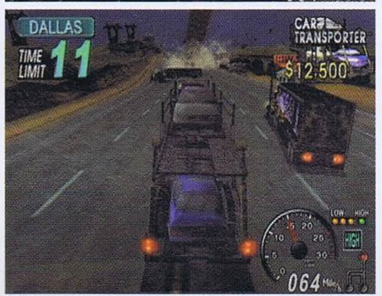
"Live the dream as a coast-to-coast American trucker!"





△ Although the rival truck always seems to be on your tail, it never feels like you're actually racing against it.







△ This is the 'fast-but-lightweight' truck.



- Quick, easy, and instant action.
- Goes pretty fast (for a lorry, anyway).



- Desperately short.
- No depth.
- Very little replay value to it.



IF YOU LIKE THIS...

Crazy Taxi
Sega/Acclaim
NGC/67 70%
Arcade racer converted by Acclaim. Old hat, but still fun.



4 VISUALS

Simple models, grainy, low-res textures and some bad draw-in.

5 SOUNDS

CB radios and the sort of music you'd imagine truckers listen to.

2 MASTERY

No attempt to enhance the DC original or use any of GC's features.

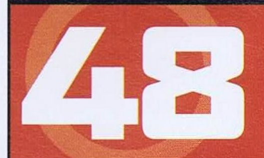
3 LIFESPAN

Doesn't take long to see all the routes – then the game's dead.

VERDICT

***18-Wheeler* is fun, and might actually be worth borrowing for an evening. But you definitely won't want to buy a copy.**



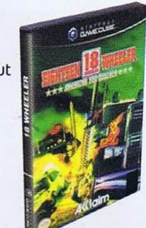


INFO BURST

DEVELOPER:	SEGA
PUBLISHER:	ACCLAIM
PLAYERS:	1-2
MEMORY CARD PAGES:	3
RUMBLE FUNCTION:	YES
GBA LINK-UP:	NO
DISCS:	1
ONLINE PLAY:	NO

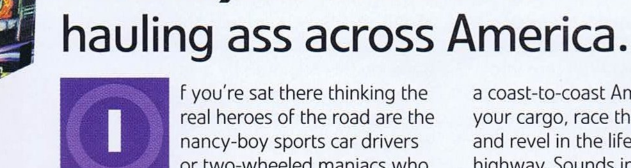
WHEN'S IT OUT?
Not a launch game but in the shops now. Been out in the States for a while.

COST:
£40



NGC ON THE DVD

18-WHEELER AMERICAN PRO TRUCKER



Pack the Yorkies and lumberjack shirts! We're hauling ass across America.

If you're sat there thinking the real heroes of the road are the nancy-boy sports car drivers or two-wheeled maniacs who tear around in most racing games then it's time to think again.

No, a real hero must have forearms like tree trunks, a mullet like a glorious hairy crown, and a couple of dead hookers buried out in the desert somewhere. A man's man. And, as luck would have it, *18-Wheeler Pro American Trucker* lets you live the dream, as a coast-to-coast American trucker. Pick up your cargo, race through timed checkpoints, and revel in the life of a true king of the highway. Sounds interesting, and it is – for about an hour or so.

HEAD OUT ON THE HIGHWAY

18-Wheeler was originally a Sega arcade game from a couple of years ago, which should tell you everything you need to know about its very limited lifespan.

The arcade version was popular for its amazing cabinet – a huge truck cab, complete with bench seat and a dangling horn for a friend to toot as you sped across the country. Without such novelty appeal, though, its lack of gameplay becomes all too obvious. You can plough through roadside objects (including houses) as you jostle with a rival trucker, and there's loads of traffic to shunt off the road. Living life in this kind of fast lane is busy and enjoyable for a while, but you'll probably reach the end on your first go. After a few runs, even the two-player mode and bonus truck-parking game won't be enough to make this disc seem worth the money. And you'll tire of your mullet pretty quickly too.

Pick it up if you can find a copy to rent for a few nights, or better yet stick a couple of quid in the arcade machine so you can experience the game as it was really intended – a five-minute fairground ride, rather than a £40 Gamecube title.

MARTIN KITTS

"THIS GAME WAS INTENDED AS A FIVE-MINUTE FAIRGROUND RIDE, NOT A GAMECUBE TITLE"

"The latest teams... the smartest AI... this has it all"

SLICK
The game's large selection of animation routines means you won't be seeing the same moves every time you make a pass or sink a basket. It's almost as varied as the real thing.

MUG SHOTS
Basketball players are not the prettiest people in the world, with all those excess growth hormones inside them. Luckily you can create your own players, and make them as ugly or as cute as you like.

DETAILS
The amount of time and skill spent on modelling each team's home arena really shows. It's worth having a close-up look during the replay mode to admire the detail.

AUTHENTIC
All the genuine NBA teams are here, and squad rosters are as up-to-date as can be expected (it was released six months ago). You can switch players between teams to reflect any recent trading activity.

NGC ON THE DVD VIDEO

INFO BURST

DEVELOPER:	LEFTFIELD
PUBLISHER:	NINTENDO
PLAYERS:	1-4
MEMORY CARD PAGES:	11
RUMBLE FUNCTION:	YES
GBA LINK-UP:	NO
DISCS:	1
ONLINE PLAY:	NO

WHEN'S IT OUT?
This one has been available on import since Gamecube's US launch, and is available here from the 24th May. Bet you can't wait for it.

COST:
£40



NBA COURTSIDE 2002

Another year, another *Courtside*... This one's got guts beneath the glitz.

In our land of normal-sized people, the outsize glamour of the basketball court is equally loved and hated. One man's freakshow is another's quality entertainment. Trouble is, anyone with a basic grasp of the offside rule can spot subtle differences between *FIFA Halfway Through The Year* and the *FIFA End-of-Season Round-Up*, but most Brits lump all basketball games together as if their only distinguishing features are their graphical prowess and snazzy front ends. Which, to all intents and purposes, is true enough.

PLAY BALL
Given basketball's low profile over here, we care little if a game has all the latest teams, the smartest AI, or the most innovative control system – which is a shame, really, because *NBA Courtside 2002* has all these things, and then plenty more besides.

Compared to the excellent N64 versions, it doesn't grab your attention right from the start. It's a big leap in terms of graphics, and the interpretation of the finer points of play are fantastic, but die-hard sceptics will still struggle to be impressed by seven-foot giants thumping home dunk after dunk.

Once the strange twin analogue controls have been mastered, the game's smooth passing and intelligent computer-assisted movement works very well, and the arcade option, player editor and three-point contest provide everything you'd expect to see in a top-of-the-range basketball sim.

Fans should snap this up without delay, even if there is a certain rawness about the gameplay, and the difficulty level is set slightly too low. The sad thing is that all these things would have been fixed in the next version of *Courtside*, had Nintendo not said a premature farewell to Leftfield.

> "BASKETBALL FANS SHOULD SNAP THIS UP WITHOUT DELAY, EVEN IF THERE IS A RAWNESS ABOUT SOME ASPECTS OF THE GAME"

MARTIN KITTS

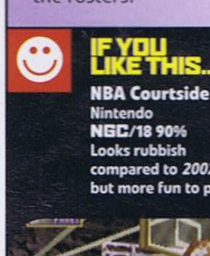


- Looks very nice.
- The arcade mode is fantastic.
- Smart team-mates.



- Easy to beat.
- Fiddly controls.
- No 'classic' players on the rosters.

IF YOU LIKE THIS...
NBA Courtside
Nintendo
NGC/18 90%
Looks rubbish compared to *2002*, but more fun to play.



8 VISUALS
Excellent player models with horribly realistic faces. Impressive stuff.

8 SOUNDS
Commentary, music and spot effects are all well above average.

7 MASTERY
A nice attempt at analogue passing, but not totally successful.

8 LIFESPAN
At its most enjoyably hectic if you have a few friends round.



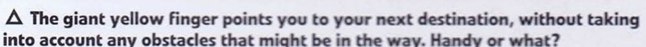
VERDICT
NBA Courtside **is the b-ball equivalent of *ISS 98* – fast, fun, and closer to an arcade game than a full-blown sim. Nice.**





"*The Simpsons Road Rage* is *Crazy Taxi* in all but name"





△ The giant yellow finger points you to your next destination, without taking into account any obstacles that might be in the way. Handy or what?





△ The graphics would almost be forgiveable if the game didn't happen to be so comprehensively boring.

THE SIMPSONS ROAD RAGE

Homer, Bart and all? On Gamecube? Alternatively, for £30 you could go and buy the second season on DVD…

INFO BURST

DEVELOPER:	RADICAL
PUBLISHER:	EA GAMES
PLAYERS:	1-2
MEMORY CARD PAGES:	4
RUMBLE FUNCTION:	YES
GBA LINK-UP:	NO
DISCS:	1
ONLINE PLAY:	NO

WHEN'S IT OUT?
The Simpsons is out in the shops on 17th May, and already out in the US. Buy it? We wouldn't.



COST: £40

Just imagine if Square decided to do a huge RPG based on The Simpsons, with a gorgeous, cel-shaded Springfield, hours of animated FMV and thousands of lines of original dialogue. Wouldn't it be *brilliant*?

Sadly, this is the real world, where prime licences get gobbled up and spewed out as second-rate fighting, shooting and racing games. As has been well documented, *The Simpsons Road Rage* is *Crazy Taxi* in all but name. Arguably, it's a bit easier to pick up and play, and the amusing voice-overs give it a novelty appeal, but the mechanism is exactly the same: pick up punters, drive like a maniac across town, drop 'em off, claim fare, repeat until timer hits zero.

There are four main game modes on offer: Road Rage itself is the *Crazy Taxi* element, where you rack up cash to unlock new areas or vehicles; Sunday Drive lets you free-roam around Springfield; Mission mode sets destructive tasks against the clock; and there's a two-player split-screen option. But beyond a few smirksome lines from the Springfielders, and the odd bout of engagingly frantic two-player action, *Road Rage* is disappointingly average. The graphics are straight out of the PlayStation 2 textbook, with no real feeling of solidity or finesse, and certainly unworthy of Nintendo's glorious new console.

> **"RENT IT, ENJOY THE THIMBLEFUL OF ENTERTAINMENT ON OFFER, UNLOCK A FEW AREAS, THEN TAKE IT BACK"**

But it's the startling lack of imagination that really annoys. Where are the cross-town multiplayer races? Where are the destroy-the-enemy car chases? How about some madcap big-air stunt driving? Or what if the game had… well, yes. You can see.

Rent it, enjoy the thimbleful of entertainment on offer, unlock a few characters and areas, and then take it back, safe in the knowledge that you've sampled absolutely everything the game has to offer, and saved yourself the best part of 40 quid.

STEVE JARRATT



- Funny dialogue.
- Quite frantic at times.
- Plenty of characters.
- Decent two-player.



- *Crazy Taxi* rip-off.
- Slooow loading times.
- Unremarkable.
- Waste of the licence.

IF YOU LIKE THIS…
Crazy Taxi
Sega
NGC/67 70%
Slicker, challenging, prettier – and also totally original…





4 VISUALS
All a bit PS2: clunky and unfinished, with a suspect frame-rate.



6 SOUNDS
The voice-overs are funny, although they do become repetitive.



4 MASTERY
GC hardware is capable of much more: where's the clever effects?



5 LIFESPAN
A weekend rental should break the back of it (sans characters).

VERDICT
Not a total disaster, but still an insult to the funniest show on TV. One day there'll be a great Simpsons game – this ain't it.



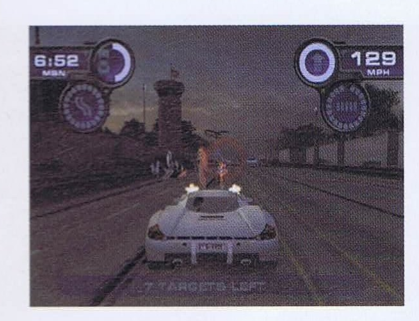


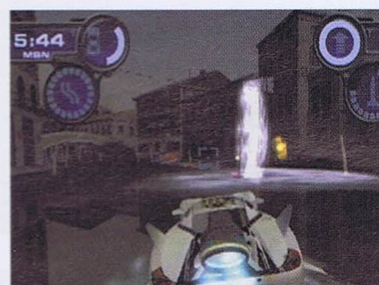


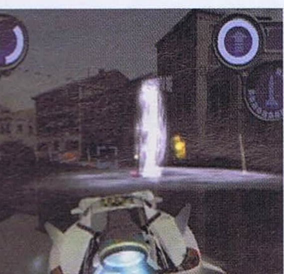


The Connery of 80s coin-ops goes all Brosnan-era

△ The first proper mission. Find the helicopter, blast it to pieces then leg it ASAP. That's if you don't die of boredom first.







△ The car is quite smart-looking, and the chance to morph into a boat is 'skill'.



△ You can re-stock weapons by driving into a lorry.



△ Avoiding collisions is practically impossible.



△ The bike is the final form you take when low on life.

INFO BURST

DEVELOPER:	PARADIGM
PUBLISHER:	MIDWAY
PLAYERS:	1-2
MEMORY CARD PAGES:	2
RUMBLE FUNCTION:	YES
GBA LINK-UP:	NO
DISCS:	1
ONLINE PLAY:	NO

WHEN'S IT OUT?
Spy Hunter is out in the UK at the end of the month, and is out in the US around about now.



COST:
£40

NGC ON THE DVD VIDEO

SPY HUNTER

Why bother? Paradigm obviously haven't, in this lacklustre reworking of the 80s arcade classic…

Apparently, the sequel to one of the best-loved arcade games of the 80s has "returned with a vengeance" in a "fast-paced, exciting and challenging" game – or so the manual says. What it fails to mention is that it's a miserable, stale and *shamefully* clumsy port of a sub-par PS2 game.

In theory the idea is fine – burn about in a high-tech vehicle loaded to the spoilers with all kinds of tasty weaponry, shooting the oompah out of evil corporate terrorists. In execution however, this is a po-faced step back in time.

MISSION FAILURE

It's not *all* bad – there's some fun to be had when you're speeding along with weapons rocking on the enemy. Sadly though, your pulse rate slows down pretty quickly.

For starters the resolution is laughably low which has the lame result of juddering and jarring every time you so much as let off a barrage of missiles.

> "THE RESOLUTION IS LAUGHABLY LOW AND JUDDERS EVERY TIME YOU LET OFF A BARRAGE OF MISSILES"

Secondly, the definition of the objects and the surrounding environment is so poor that mission-critical targets and sliproads only become visible a split-second before you pass them *despite* being ringed in red and orange circles. Furthermore, the game is so unfair that it's near impossible not to take any damage or kill civilians. This results in a level structure so poorly focused, all you can do is memorise the mission and pray that you manage to fulfil all the objectives before you inevitably get blown to pieces.

This is the kind of game you would have happily spent 50 pesetas on in a Majorcan arcade, circa 1992 – but wouldn't touch with anyone else's in this day and age.

Look at it, laugh at it and leave it.

GERAINT EVANS



- Sometimes genuinely entertaining.
- A decent sense of speed to the thing.



- Poor visuals.
- Haphazard missions.
- Think about the £40 you just wasted.



IF YOU LIKE THIS...
Burnout
Acclaim
NGC/68 86%
Fast, furious fantastic fun – the sort of game your GC was made for.



5 VISUALS
Ropey at best. Looks like a PS2 game… because it was.



6 SOUNDS
The famous music is intact, and the spot FX aren't too bad. Okay.

3 MASTERY
This *isn't* what your GCwas made for. Very underwhelming.



5 LIFESPAN
It's unlikely you'll have the heart to play through to the end.

VERDICT
A nice idea with some smart touches, but the presentation and level design make it impossible to seriously recommend.





"*Wolfenstein* could have done with a heftier lick of paint"







WOLFENSTEIN



FORMAT:	GBA
FROM:	BAM!
PLAYERS:	1-2
SINGLE-CART LINK UP:	NO
SAVE:	ON CART
OUT:	NOW
COST:	£30

Nazi surprise – PC classic hits GBA!



Playing *Wolfenstein* on GBA is like bumping into an old school acquaintance you haven't seen for years. Sure, at first the conversation flows as you reminisce upon all those hilarious pranks you played on your classmates, but soon there comes an awkward pause and you remember why you didn't bother staying in touch.

On loading up this port of the game that begat *Doom* you get the familiar comfortable feeling. Thanks to the basic-yet-solid controls, it won't take long until you're strafing around corners and making graceful 360° turns, while in terms of speed it zips along smoothly and without any noticeable graphical glitches. But then things get awkward, especially when it comes to taking out the pesky Hun. Forget any notions of *GoldenEye*-style headshots for a start, as it's strictly a case of creating a straight-ahead line-of-fire and then pummelling the enemy with bullets, shotgun shells or – if the worst comes to the worst – even reverting back to your trusty knife.

Years on, what once looked cutting-edge now looks a bit sparse, and while the Nazi regalia adorning the walls, and the pictures of the world's most infamous mass-murdering dictator, still raise a nostalgic smile, the scenery feels far from interactive – think the archaic, genre-creating *Dungeon Master* as opposed to any of your now-generation first-person shooters. True, there *is* a well-designed game underlying it all, it's just that the demands are that much higher now, especially with this type of update – certainly, if Nintendo can rework and remodel *Mario Kart*, then BAM! can do likewise with *Wolfenstein*, a game arguably in need of an even heftier lick of paint.

A nostalgic update? Yup. Fun to play, even if only for old time's sake? No doubt. The type of thing you need on your GBA? Probably not. Try *Ecks vs Sever* instead.







DONALD DUCK GOIN' QUACKERS



FORMAT:	GAMECUBE
DEVELOPER:	UBI SOFT
PUBLISHER:	UBI SOFT
PLAYERS:	1
MEM CARD PAGES:	14
RUMBLE FUNCTION:	YES
GBA LINK-UP:	NO
DISCS:	1
ONLINE PLAY:	NO
COST:	£40



Goin' Quackers is total rubbish, and not just because it's one of the most boringly uninspired games we've played this year. Fact is, this looks and plays *exactly* the same as the N64 version, right down to the level structure and bumbling boss encounters.

If you're unfamiliar with *Goin' Quackers*, you might not be aware that you can get a good chunk of the way through the quest just by pressing forward and pulling off the double-jump function. If you're not, try spending a couple of moments thinking about how *Mario 64* works. Right. Now you should be fully versed on why you need to avoid this 'effort' like the plague…







STAR X

INFO BURST

FORMAT:	GBA
FROM:	BAM!
PLAYERS:	1-4
SINGLE-CART LINK UP:	NO
SAVE:	ON CART
OUT:	NOW
COST:	£25



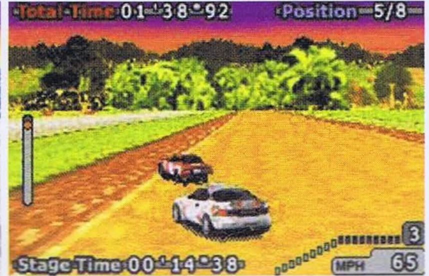
When Nintendo shoehorned a 32-bit processor into the GBA, some people equated its power with that of the original 32-bit PlayStation. However, GBA *Doom* suggested that wasn't quite the case, and now *Star X* – a fully polygonal 3D shooter – does likewise.

Star X is a blatant reworking of *Starfox* – minus the 'f' and 'o' – complete with barrel rolls, bosses and power-ups. In terms of graphics, *Star X* can't even keep up with *Starwing* on the SNES: the enemy buildings and craft are super-basic, and the larger objects pop in and out of view (a bit of fogging would actually be quite welcome). Sad to say, but even old-skool Amiga and Atari ST gamers would baulk at the quality of the visuals.

The simplistic shooty action doesn't really capture the imagination either, and without the benefit of an analogue stick, targeting is teeth-grittingly frustrating and amazingly inaccurate. Some horribly scratchy music rounds off an ambitious but thoroughly disappointing GBA release. Shame, because *Starwing* would be great.







GT ADVANCE 2



FORMAT:	GBA
FROM:	THQ
PLAYERS:	1-2
SINGLE-CART LINK UP:	NO
SAVE:	ON CART
OUT:	NOW
COST:	£25

Rally craziness on your handheld!

The first *GT Advance* emerged when GBA launched last year and we loved every minute of it, awarding it top marks. This time round, the game is of exactly the same high standard, except that the track-based and street-based courses have been swapped for the country roads and mountain passes of the world rally circuit.

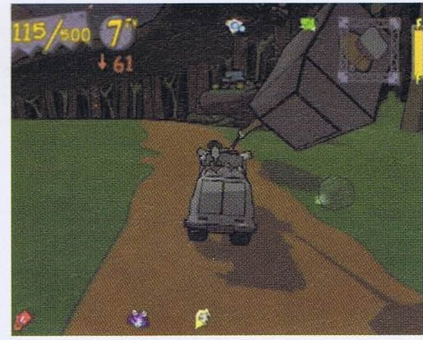
What this basically amounts to is a rally game that looks very similar to the original, keeping the same simplistic Mode 7 environments (there are hardly any roadside objects to speak of) and keeping many of the same options like the extra unlockable vehicles, customised tuning options and that all-important multiplayer. Best of all, though, is the fact that *GT2* is much more fun to play than the first. Rather than being laps around a track, the courses are long, winding stretches of road that increase in distance with every race, and there are loads of undulating hills that obscure your view and launch you into the air.

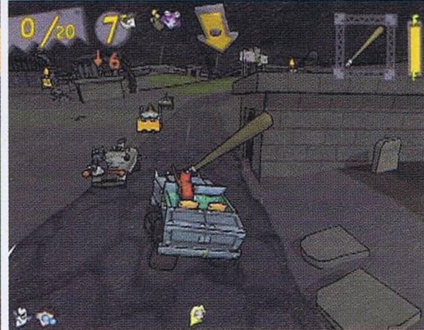
Okay, so it may lack realism, and the handling may feel a little twitchy to begin with, but once you've got the hang of it, you'll be having a whale of a time powersliding round the wide courses and leaping over hills like a lunatic. On top of that, the difficulty is perfectly pitched, with a wonderfully paced learning curve to keep you on your toes without being an exercise in frustration.

GT2 isn't exactly the prettiest racer available on GBA, but it's certainly a damn sight better than *V-Rally* and is definitely recommended if you're looking for decent off-road driver (even more so if you have a friend to play with) – while the excellent time trial and unlockable extras will ensure that the cart stays in the GBA of any lonesome players.

GBA has a few racing games – but this is definitely one you should give a go. Nicely.







CEL DAMAGE



FORMAT:	GAMECUBE
DEVELOPER:	PSEUDO
PUBLISHER:	EA GAMES
PLAYERS:	1-4
MEM CARD PAGES:	3
RUMBLE FUNCTION:	YES
GBA LINK-UP:	NO
DISCS:	1
ONLINE PLAY:	NO
COST:	£40

It's simple. Choose from a handful of instantly forgettable characters, jump into their personalised vehicle and burn around a series of arenas trying to hack each other up with comedy weapons for (allegedly) hilarious cel-shaded consequences.

In fairness, the idea isn't too bad. Playing very much like *Mario Kart*'s battle mode, you have to drive around the interactive arena picking up power-ups with which to destroy the enemy. There are three main games on offer – a gate relay where you have to drive under the set number of gates before your opponents, a straight-up deathmatch and a capture-the-flag game.

On your own, *Cel Damage* is tedious, frustrating and pointless, but as a multiplayer game it's not too bad at all.







DRIVEN

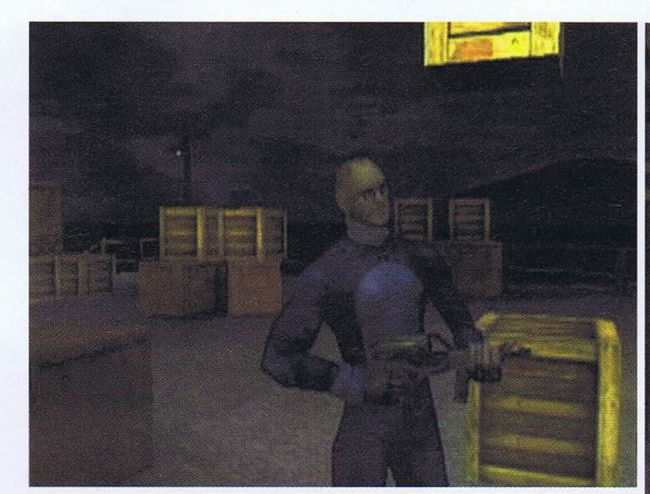


FORMAT:	GAMECUBE
DEVELOPER:	BAM!
PUBLISHER:	BAM!
PLAYERS:	1-2
MEM CARD PAGES:	3
RUMBLE FUNCTION:	YES
GBA LINK-UP:	NO
DISCS:	1
ONLINE PLAY:	NO
COST:	£40

Rocky, Rambo, er… *Get Carter* – Sly Stallone's done 'em all. The man's a walking sack of testosterone, specialising in cheap scripts and cheaper acting – and as if to prove the point, he's *become* Joe Tanto, star of *Driven*, a Championship racing veteran, who's come back from an accident to help out rookie Jimmy Bly in a battle against baddies with Dynasty-style names like Max Manley.

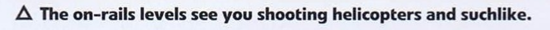
Driven the game is an F1 arcade racer, set in and around eight different international circuits, including a neat downtown New York level. While the Story and Blocking modes (where you prevent rivals from overtaking your team-mate) add a little variety to the mix, it never manages to really get going – there's *just* enough speed, and it's infinitely better than the PS2 version, but it still fails to grab you by the throat. More like a tap on the forearm. Shame, because there's the nucleus of a good idea here.











△ The on-rails levels see you shooting helicopters and suchlike.

△ It all moves remarkably quickly, and it's jolly smooth indeed; certainly better than the PS2 version.

JAMES BOND 007 AGENT UNDER FIRE

Licence to thrill? Bond leaps from PS2 to Gamecube, and finds his natural home.

INFO BURST

DEVELOPER:	EA GAMES
PUBLISHER:	EA GAMES
PLAYERS:	1-4
MEMORY CARD PAGES:	3
RUMBLE FUNCTION:	YES
GBA LINK-UP:	NO
DISCS:	1
ONLINE PLAY:	NO

WHEN'S IT OUT?
Because of the new Bond film (Die Another Day) and the vagaries of the Bond licence, *AuF* may not actually come out here. Sob.



COST:
$50 (£35)

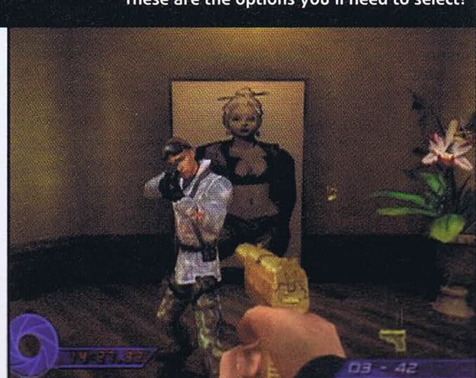
GET INTO THE GAME

These are the options you'll need to select!

SKILL LEVELS



There's no training level as such in Agent Under Fire, but there are three difficulty levels to try your hand at. Operative is the easiest level, giving you fewer objectives to complete, and making enemies less accurate and not particularly tough. It's comparable to GoldenEye *and* Perfect Dark*'s Agent levels in complexity. And don't worry about getting a high score initially – you'll find that getting a good score on each level will only happen when you've played the game a few times and know exactly what to do.*





J*ames Bond 007: Agent Under Fire* is a game with a whole lot to live up to. The Gamecube might be a brand-new console, and the N64 may now be a thing of the past, but the shadow cast by *GoldenEye* is long and inescapable. Despite looking its age, it's still the textbook example of how to 'do' a Bond game properly, and it's also one of the very best first-person shooters ever made, surpassed perhaps only by its spiritual successor, *Perfect Dark*.

IDENTITY ISSUES

Agent Under Fire may have fared well when it originally appeared on PS2, but as the first Bond game to appear on a Nintendo console since *The World Is Not Enough*, is it good

JAMES BOND 007: AGENT UNDER FIRE

EA's latest (futile) attempt to see off *GoldenEye*

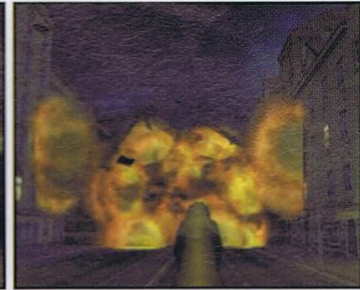
KEEPIN' IT RAIL

This on-rails bit sees you revisiting a GoldenEye level – almost. Haring around in a hoofing great tank with a minigun and a big cannon, you'll come to two enemy tanks you can't shoot at the end. Instead, blow up the train above, which collapses the bridge on them. Hurrah!



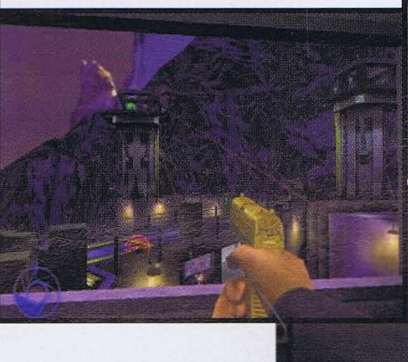






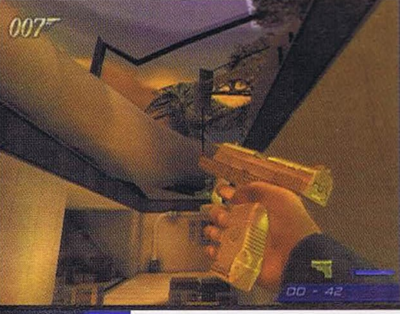
GUNS!

Bond holds whatever gun you've selected. If you've selected a gadget, you can quickly re-equip your gun by simply tapping the R Button. 'Neato', as nobody ever says.



SURROUNDINGS!

Always keep an eye on the environment, as there's usually something you can do to affect it, such as shooting barrels to create an explosion.



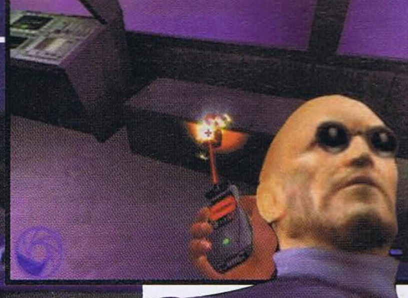


LIFE!

Your health is snazzily represented by the famous swirl of Bond's Walther PPK pistol barrel, as seen in the opening of the Bond movies. Unlike in GoldenEye *and* Perfect Dark, *which added a separate health meter when body armour was equipped, here it simply tops up your health.*

GADGETS!

Bond wouldn't be Bond without gadgets, and there's plenty in AuF, from the Q-Laser (melt padlocks!) to the Q-Jet (fly around!) to the Q-Remote ('save' signals to operate other devices!).



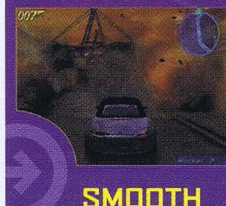
enough to cast off the yoke of Rare's masterpiece and stand proudly apart?

The answer is: sometimes. And only because *Agent Under Fire* is three games in one. It's mainly a first-person shooter, a la *GoldenEye*, but it's also an on-rails blaster and a driving game. But let's get one thing straight – as far as the FPS portion goes, it's *nowhere near* as good as *GoldenEye*. It's solid enough, and fun to play, but it's also simplistic, skill-sappingly straightforward and lacking in invention and thrills. But more of that later; the other two components are, surprisingly, a lot more fun.

The last time a Bond game attempted the mix-and-match approach that *AuF* demonstrates was the disastrous *Tomorrow Never Dies* on PSOne. But by drafting in the developers behind the *Need For Speed* series of games, *AuF*'s car-based bits are hugely accomplished. Not only does the handling feel right, with giant handbrake turns and skids positively encouraged, but the driving levels themselves are put together with an eye for fun. You're not restricted to a single road; rather, in a *Crazy Taxi* style, each 'level' is a sprawling town or city, full of civilian vehicles and pedestrians. Objectives, enemy cars, vans and all sorts of gadgets conspire to make these levels a blast to play – but unfortunately they're few and far between.

The on-rails bits play fairly similarly – a blast to play initially, they're lacking in longevity. But they work very well the first few times; the Precious Cargo level sees you haring around a city gunning down missile launcher-equipped cars and choppers. It's fast, hectic, and what initially seems like a dull *Knife Edge*-style trigger-pumper ends up as a surprising treat.

But then it's back to the FPS bits.



SMOOTH MOVES

The game incorporates an idea called 'Bond Moves' which can score you some useful points. Acting in a Bond-like manner gets you the rewards – like activating the engines of a grounded jet to fry bad guys. There's a certain number of 'Bond Moves' on each level, and doing them all means you get a better score when you finish. Whoopee.

> **"AUF'S CAR-BASED BITS ARE HUGELY ACCOMPLISHED – UNFORTUNATELY, THEY'RE ALSO FEW AND FAR BETWEEN"**



"*Agent Under Fire* sings on Gamecube, where it merely squawked on PS2"

FIELD OF PLAY

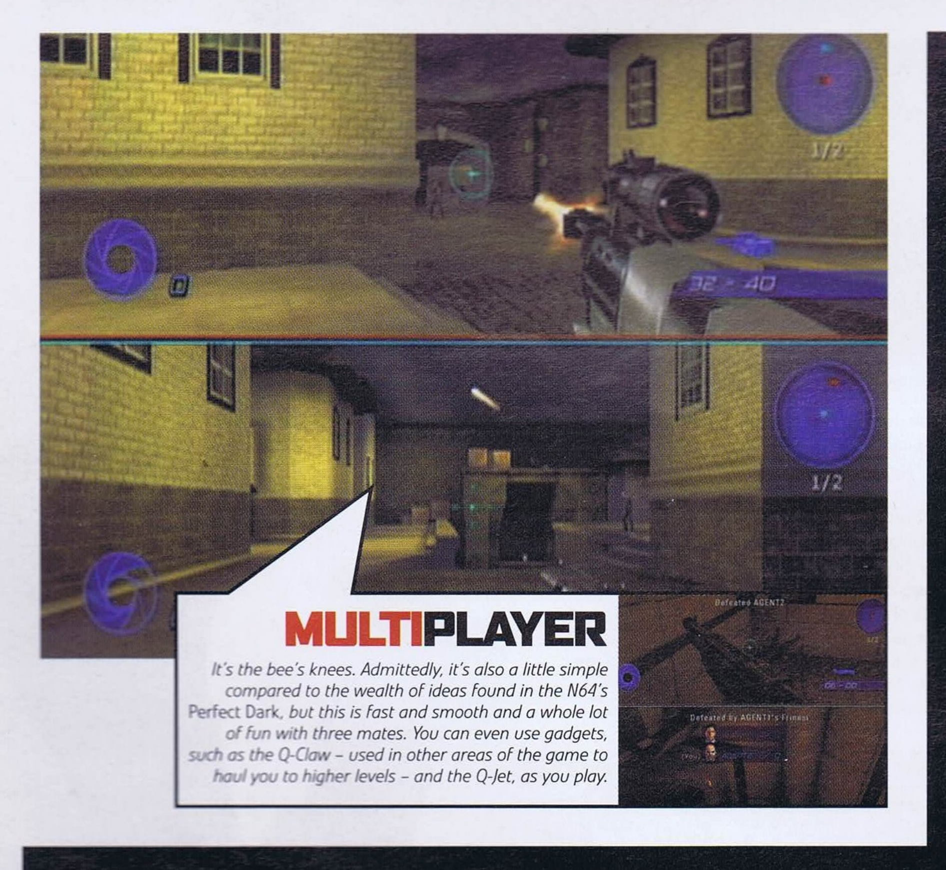
The racing levels in the game are the most fun and accessible.

FREEBIES

Throughout each level are plenty of power-ups you can use. These include a few old favourites – smoke screens and oil slicks – and also forward-firing rockets and missiles that lock on to the enemy. Be mindful of your objectives, though, as you don't want to destroy the wrong thing…

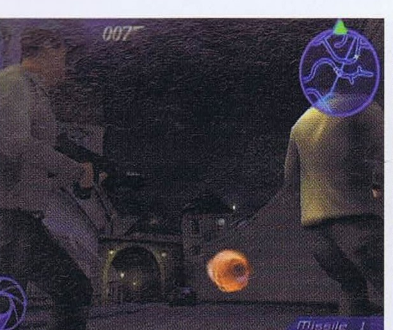
BYWAYS

Feel free to explore each driving level; you can go anywhere, and there are plenty of hidden roads and areas to ferret out. This level, for instance, sees you leaping over rivers, through parks and even smashing through into a train station – very nice. There's even scripted pieces, such as a bridge blown up just before you leap over it. Exciting, eh?



MULTIPLAYER

It's the bee's knees. Admittedly, it's also a little simple compared to the wealth of ideas found in the N64's Perfect Dark, but this is fast and smooth and a whole lot of fun with three mates. You can even use gadgets, such as the Q-Claw – used in other areas of the game to haul you to higher levels – and the Q-Jet, as you play.



△ Do crazy things and you might be rewarded with a fancy cut-scene mid-game.



△ *Agent Under Fire* can often be gorgeous to look at – not bad for such an early GC game.



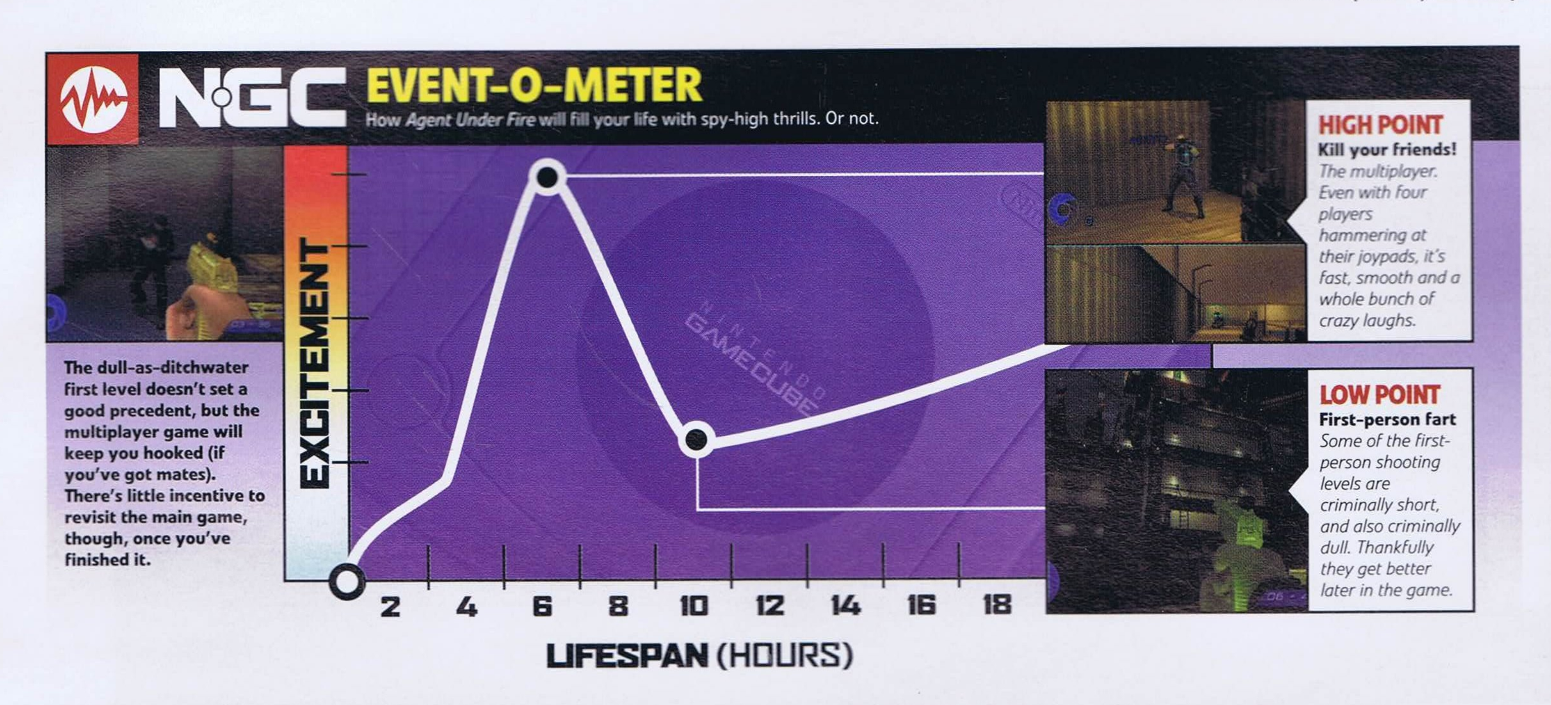
Certainly, *Agent Under Fire* is a great-looking game. Given the power underneath Gamecube's purple bonnet, we'd have been disappointed if this game didn't look superb – and it's definitely only fitting that this looks *way* better than the PlayStation 2 original. Crisper, cleaner and more colourful – not to mention the fact that the game is far smoother now – *AuF* sings on Gamecube, where it merely squawked on PS2. Visually, the FPS levels are a treat, especially when gunships swoop overhead, explosive barrels are blown sky-high, and guards rush towards you firing wildly.

Given the visual spectacle, then, who wants to find themselves led by the hand most of the way through the levels? We've already commented that the FPS levels are pretty basic – they're little more than getting from A to B, with little of the finesse shown in *GoldenEye* – but every time there's a chance for you to discover something for yourself, M or R (Q's

"THE FPS LEVELS ARE PRETTY BASIC – THEY'RE LITTLE MORE THAN GETTING FROM A TO B, WITH NONE OF GOLDENEYE'S FINESSE"

JAMES BOND 007: AGENT UNDER FIRE

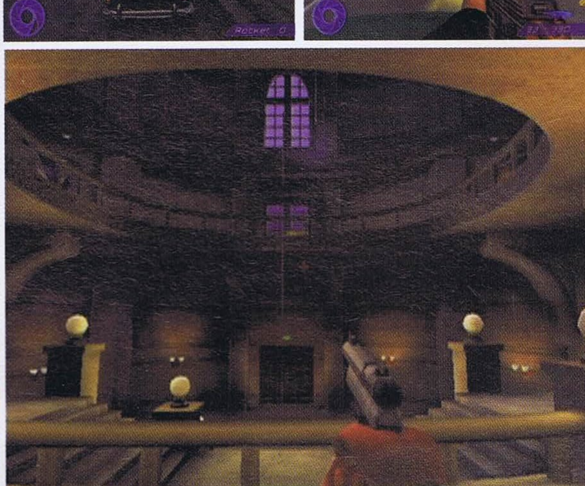
EA's latest (futile) attempt to see off *GoldenEye*





△ ***Agent Under Fire*** **takes you all over the world – and under it, such as this below-the-sea level.**





△ **Can you climb the rope? Nah – you have to take the lift instead.**

replacement) chip in with a handy "why don't you…" – insulting if you want to tackle the game on your own terms. Okay, so the levels do become longer and more complex, with several objectives, but the wealth of gadgets, while pleasing, are underused and often have only one practical application anyway. It's fun to pull yourself to a higher location with the grapple-like Q-Claw, but when you could have taken the stairs anyway, it's a short-lived novelty.

The most disappointing part of *AuF* has to be the fact that it's so mundane. The levels are accomplished, polished, solid, and enjoyable; they're just not thrilling, exciting and innovative – and they definitely won't keep you coming back like *GoldenEye* did.

The multiplayer mode, however, recovers some of the game's pride. Even with four players blasting away, it's splendidly smooth – plus there's a nice selection of compact levels, a clutch of enticing game modes and even *Perfect Dark*-style bots. Admittedly, you can only have a maximum of four players – bots, human or both – at any one time, but then, the PS2 version didn't have bots at all, so we're not complaining. By default this is the best FPS multiplayer currently available on Gamecube, and it's a great time-waster – with *Smash Bros*, *Wave Race*, *Monkey Ball* and now this, Gamecube is unsurprisingly gaining a reputation as the multiplayer console of choice. Importantly, it's even got a one-hit-kills option too.

But despite the multiplayer triumph, *Agent Under Fire* isn't a must-have package. It's competent and enjoyable and caters brilliantly for the Gamecube joypad (using both analogue sticks to move and look is tricky at first, but soon becomes second-nature), but it's also quite basic and, once you get past the technical whizz-bangery, often very ordinary.

There's a raft of medals to gain and scores to beat, and plenty of levels and guns to unlock, but we doubt that you'll be enticed back to the single-player game very often. As a demonstration of what can be achieved on Gamecube – and remember, this is a port of a PS2 game, albeit one that's hugely improved, and knocked out relatively quickly – this is pretty impressive, leaving you to ponder that EA's next Bond shooter could be the one to break all the rules.

But if it is to do that, it needs to show a bit more spark, excitement and innovation.

JES BICKHAM

RING 'EM ON!

You should always be on the lookout for gold-ringed grills on walls and ceilings throughout the first-person levels. See, you can use your dead-handy Q-Claw to grab onto these and haul yourself up to otherwise inaccessible areas. Sometimes it'll even let you access secret areas or shortcuts. Nifty!



- Looks great.
- Three games in one.
- Multiplayer – it's ace with four players.



- Merely competent FPS levels.
- Too basic.
- Lacking thrills.



IF YOU LIKE THIS...
GoldenEye
Rare
NGC/9 94%
Still a stone-cold classic and one of the Best Games Ever.



8 VISUALS
Colourful, chunky, and oh-so-smooth. Pretty impressive all told.

7 SOUNDS
That Bond music and plenty of pretty well-acted speech.

7 MASTERY
Runs at 60 frames-per-second, with nary a hitch. Or a glitch.

7 LIFESPAN
The multiplayer will keep you coming back for more.

VERDICT

Far better than the PlayStation 2 original, but nonetheless a fairly basic, if flashy, shooter with added driving bits.





"A laugh-a-minute multiplayer rout"

STADIUMS
These range from the usual to the downright bizarre – a tropical island, a mountain retreat and a radioactive dome.

TURBO BAR
Use it to blast past, or simply outrun your opponents. Don't expect an unlimited supply, however.

PLAYERS
It's caricature city for the players, who are all lovingly carved from the Bumper Book of Comic Stereotypes – a quick glance should give you a reasonable idea of what's in store for you.

POWER BAR
This fills as you rack up the passes, steals and shots. Fill it up to power-up, or go for the Killer Kick.



INFO BURST

DEVELOPER: BLACK BOX GAMES/VISUAL CONCEPTS
PUBLISHER: SEGA
PLAYERS: 1-4
MEMORY CARD PAGES: 5
RUMBLE FUNCTION: YES
GBA LINK-UP: NO
DISCS: 1
ONLINE PLAY: NO

WHEN'S IT OUT?
Soccer Slam is available to import from famous soccer-liking country the US of A now – less important nations will have to wait until the summer.

COST:
£40

SEGA SOCCER SLAM

Perfect pitch? This disc contains concentrated, multiplayer fun. The rest? Well, it's not too bad either.



Let's start with a truism. There are too many soccer games – on any format – and most of them are junk. We can name about five decent titles spanning the last fifteen years, and *Sega Soccer Slam* isn't one of them. But that's a moot point, because despite its name, it's about as close to football as *Crazy Taxi* is to a ride in a black cab. Yet that has absolutely no bearing on how enjoyable it is…

Boot the Gamecube up and the first thing that strikes you is the colourful, elastic visuals. Alone, they're enough to intimate the nature of *Sega Soccer Slam*, and though we're not quite in *Rogue Leader* territory, this is rock-solid enough to please.

Once you're done gawping, you can pick from one of five modes; Quick Start, Practice, Tourney (last team standing), Exhibition (single match) and Quest (story). Each of the six teams comprise three members, all of whom comprise a nicely hackneyed selection of international stereotypes, replete with post-score rantings specific to their ethnic background. Britain's squad includes a punk called Half Pint. Yak.

BALL CONTROLS

Hit the pitch and you'll find the play is a cinch – all the usual footie options are there (shoot, defend, tackle and so on), yet,



SEGA SOCCER SLAM

Football played the Vinnie Jones way



△ You can position the camera at the corner, side or end, and zoom in or out.



△ The power bar can increase even standard stats. Or turn you into a metallic marauder.



- Slick and rowdy.
- Easy to pick up.
- Great comedic sound and visuals.



- Not a 'serious' football game.
- A bit dull in single-player mode.



IF YOU LIKE THIS...

ISS 2
Konami
NGC/68 86%
Top-notch example of real footie, expertly done. See page 52.



8 VISUALS

Bright and bold with a great sense of humour and cartoonish visuals.

8 SOUNDS

The commentary and voices are a laugh. The FX are pretty apt, too.

6 MASTERY

Not the most visually-intensive game ever, but good nonetheless.

7 LIFESPAN

Not one for sustained bouts, but you could go back to it many times.

VERDICT

It's not the best game ever, but *Soccer Slam*'s a laugh-a-minute, multiplayer riot that can be enjoyed by all.



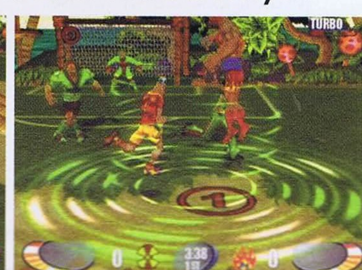


JUST FOR KICKS

Killer Kick ain't just for show. Here's why...

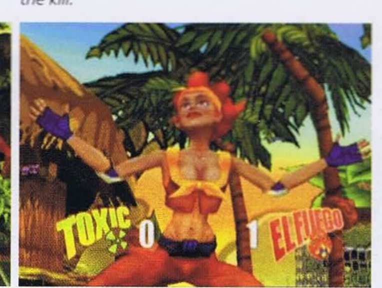


See the oval in the bottom-right corner? When the power bar fills, hold down the left trigger and punt the ball into the air.



Now position the receiving player in the centre of the circle to line him or her up for the kill.

Make contact and the game moves in to Matrix-style 'Bullet Time', allowing you to target the ball exactly where you want it.



It's a gooooooooooooooal! Now all you need do is sit back and watch the replay and victory posturing. Result!



△ **Special effects are *Sega Soccer Slam*'s big thing. Brings back fond memories of *Super Side Kicks* for the Neo Geo.**

surprisingly, there's quite a lot of depth to the control system, and you can pass high or low, instant shots, steals, protection and speed bursts for those moments when you need to escape. The accompanying charge bar lets you power up the current player, but saving for the Killer Kick should be your ultimate aim – see 'Just for Kicks'.

PASS THE ASSAULT

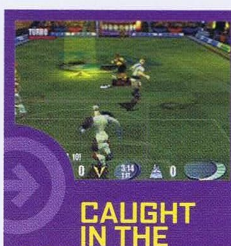
However, what really sets *Sega Soccer Slam* apart, is the Punch command. Literally assaulting your opponent is often the best and most satisfying way of securing possession – putting things on a *Speedball* tip – and with only three players per side, the game is less about dribbling skills and more concerned with brute force and sheer aggression. Matches are built around furious melees that make for some grand multiplayer action. Think *NBA Jam* (SNES, naturally) on whizz. Different attributes for each team allows for some subtleties in matches, such as Team Toxic's top-notch passing, or Team Volta's athletic speed, but generally, it's pad-bashery all the way.

And even if *Sega Soccer Slam* isn't exactly *ISS* in terms of realism, the two mainstays of the footie title – camera and commentary – have been properly addressed. With the former, Sega seems to have finally learned by implementing a positionable virtual eye with a zoom function. Choosing anything between a distant bird's eye or a close-quarters, ground-level viewpoint should keep most players appeased. And the commentary? Well, what would you expect from a game of this obvious comic ilk? The cockney twang is of Van Dyke proportions.

Sure, this is far from being a must – even a must on the Cube – but given the maxim that 'videogames are entertainment', *Sega Soccer Slam* fulfils the criteria with blissful ease. With three mates, you can choose to control the players individually, or as a team, punching the crap out of each other as you swerve for goal. It's colourful, twitchy and steeped in Sega's venerable arcade heritage, an ironic example of a pared-down, fun game in an age of dazzling technical achievements and soulless gameplay.

How very Nintendo.

NEIL RANDALL



CAUGHT IN THE SPOTLIGHT

Every so often, a spotlight will trace its lazy arc slowly across the pitch. If it casts the image of your team's logo, it's a good idea to get one of your players to stand in the beam and take a shot at the goal – it dishes out a powerful kick that tends to find its mark nine times out of ten. Free goal, in other words.

> **"IT'S COLOURFUL, STEEPED IN SEGA'S ARCADE HERITAGE, AND AN IRONIC EXAMPLE OF A PARED-DOWN, FUN GAME DONE IN THE NINTENDO STYLE"**

GEAR

The latest Gamecube and GBA accessories road tested – feel it!



FIRE STORM POWERSHOCK

FROM: THRUSTMASTER	£14.99

The ludicrously named Fire Storm Powershock betrays its action-packed tag and comes off as bland and boring. In fact, the old NES controller puts this D-pad to shame, while in a bizarre attempt to add some grip to the analogue stick, Thrustmaster seem to have based the surface on Anaglypta, the textured paintable wall-covering of choice in many of today's most exciting residential projects. Nice. Oh, and for some reason it smells of box-fresh trainers. More notable for the name than for anything performance related.

NGC VERDICT 50



SUPERPAD

FROM: INTERACT	£14.99

Featuring exactly the same button layout as the official pad, this purple Interact effort – bearing the same name as every previous Interact pad on every previous system – feels fine and dandy in itself, but not quite as responsive or comfortable as Nintendo's genius piece of design. It ain't offensive exactly, and it does feel pleasingly weighty, but it lacks the intuitiveness of The Big N's effort, perhaps because the buttons don't *quite* seem to sit right. It's not bad – but there's definitely better out there.

NGC VERDICT 70



ADVANCED CONTROLLER

FROM: JOYTECH	£14.99

This one wants to look smooth and classy and Knight Rider-esque, but the buttons are more Fisher Price than Kitt, while the C-stick is so small only a pixie could use it properly. One feature of note, the (snigger) 'multi-powered variable-intensity motor', is actually pretty good, thuddering a treat when we were playing *Rogue Leader*, but despite the choice of four colours, the intriguingly rancid analogue and skin-searing sharp edges see off anything the Advanced Controller might have had going for it

NGC VERDICT 42



PATRIOT CONTROLLER

FROM: BLAZE	£14.99

It took us a good ten minutes to cut this pad out of its Alcatraz-like plastic packaging. When it was finally out, we wondered why we bothered. It's suspiciously light – almost hollow – the buttons veer between feeling sticky and as if they're going to fall apart, and the D-pad is *awful*. The only real saving grace is the macro function which, in much the same way as the Pro Pad, allows you to get ahead without really having to try. Bendy and unshapely, this won't be top of your shopping list.

NGC VERDICT 40



CHALLENGE 2 RACING WHEEL

FROM: THRUSTMASTER | £29.99

You've lined up a selection of Gamecube racers. You've got some refreshments to hand. You've got your Chris Rea or The Quo on in the background. And you've got your first Gamecube wheel. The Challenge 2 wheel isn't a bad start, with nice acceleration and braking 'paddles' and clunk-free buttons, but it feels too small as well, and despite the Ferrari tie-in, it comes across as more Talbot Samba than Testarossa. Especially when it keeps falling off the desk, landing with a sound not dissimilar to polystyrene.

NGC VERDICT 69



SOUNDSTATION 3 SPEAKER SYSTEM

FROM: LOGIC 3 | £39.99

Truth is, we could all do with a helping hand in the sound department. So when these svelte silver speakers turned up, we threw on *Tony Hawk's 3* straight away to see how it would deal with some gnarly nu-metal and bass-heavy hip-hop. And the answer is not too badly at all. Past the 75 per cent mark, things tend to drift into bass distortion territory, but, as suspected, it works far better with games that are heavy on the sound effects such as *Luigi's Mansion*. Pretty fantastic price too.

NGC VERDICT 86



PRO PAD

FROM: LOGIC 3 | £14.99

According to the trendy fashionista faction of the **NGC** panel, black is going to be the new purple in the Gamecube world this year. And what do you know, up pops the all-black Pro Pad. But its beauty isn't just skin deep: the analogue stick is superb, the D-pad feels sharp and subtle, and the whole thing comes complete with a programmable button function allowing you to assign certain moves to certain buttons – sneaky! Well, what do you know – this, would you believe, is the best third-party pad out there. For now.

NGC VERDICT 85



GAME BOY ADVANCE BACKLIGHT

FROM: JOYTECH | £9.99

We love GBA but, the fact is, unless you're playing it out in some sunny tropical paradise or under the harsh fluorescent lights of our shabbily put-together office it simply isn't well enough lit. Good old Joytech, though, decided enough was enough and dreamed up this beaut – so good is it that Wales' own Geraint simply refuses to play GBA in bed at night without one. Okay, so it's not the Game Gear-style darkness-devourer that we really wanted, but it's pretty flippin' nifty all the same.

NGC VERDICT 89

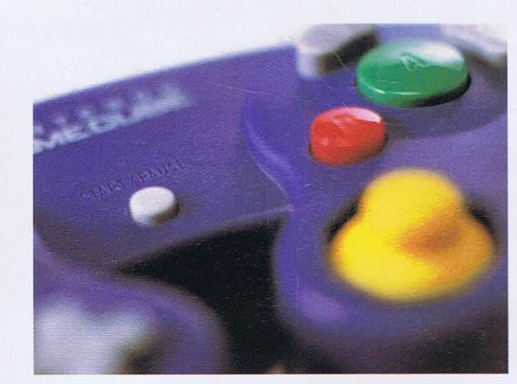


DRAGONBALL Z
It's going to be bigger than Pokémon! See all five games unveiled on GBA, GameCube and PS2!
WOW! TONY HAWK'S 4
See it first in GamesMaster!
TONY HAWK'S PRO SKATER 4
HUGE REVIEW!
SUPER SMASH BROS. MELEE
The definitive review of GameCube's greatest game!
GamesMaster
It's all in the new issue of Britain's biggest selling multi-format games mag!
NEW ISSUE ON SALE: WEDNESDAY 15 MAY



EXTENDED PLAY





YOUR NEW GAMECUBE

How it works, what it does and what it'll do in the future – everything you need on the Cube! P108

TIPS FOR...



STAR WARS ROGUE LEADER

The only guide worth bothering about to the Cube's biggest game – nab every last gold medal NOW! P82

TIPS FOR... LUIGI'S MANSION

Go heavy on the Gs in our textbook money guide – you'll be richer than Beckham! P88

I'M THE BEST

New machine, new leagues! Get your laughing gear round the new challenges and play to win… P98

WIN!! A HUGE TV

Your chance to steal a TV by sending us in your weirdest holiday snaps. Chortle. P116

CONTENTS



in association with Virgin megastores

DEAL SWIFT DEATH TO IMPERIAL SCUMBAGS IN...

STAR WARS ROGUE LEADER



WHAT'S IT ALL ABOUT?

Rogue Leader is the most spot-on videogame representation of the Star Wars universe the world has yet seen, and one of the main reasons to buy a Cube *now*. Become Luke Skywalker and Wedge Antilles, and blast your way through swarms of TIEs in over ten different Star Wars craft.



WHAT WE SAID ON PAGE 49

"*Star Wars: Rogue Leader* is a genuine challenge for even the most seasoned gamer, and when we say genuine challenge, we mean absolutely the most hardcore of shooters you're ever likely to play."



1: DEATH STAR ATTACK



DIFFICULTY
A RIGHT ROYAL SWINE

IDEAL CRAFT
X-WING

GOLD MEDAL REQUIREMENTS

Time	6:05
Kills	91
Accuracy	39%
Friendlies Lost	0
Lives Lost	0
Targeting Computer	100%

DEFLECTION TOWERS


1


2

■ The hardest thing to balance on this level are the top two requirements. Too many kills equals too much time and vice versa – try and be aware of this.

■ You need to dispatch around 15-20 gun turrets **(1)** to be on course for the gold. They only take one quad-laser blast, so aim, shoot and move on.

■ Remember that once the last deflection tower is gone, you still have time to get a few more turrets. **(2)**

■ If you get a message saying you're running out of time, reset and start again.

N·GC INSIDER KNOWLEDGE!

TROOPER SHOOTER
Don't waste time firing at troops. They don't count as kills and trying to hit 'em is a sure way to lower those accuracy ratings.

10 RULES OF ENGAGEMENT

Before you go slinging on your gaudy orange combats and vest, remember that the life of a rogue pilot is not an easy one. Despite all craft having their individual advantages and disadvantages, there are still a number of important tactics that can be applied to any given situation…



Always remember that if you're not shooting and your S-foils are open, *you're wasting valuable time.*

Accuracy can be greatly increased by pummelling strong, yet easy targets. AT-ATs, Darth's Tie Advance, Star Destroyer Turbo Lasers and the tankers in the maw are all examples of these.



Never hold down the fire button – instead, rapidly tap the A-button. This will greatly improve your accuracy and rate of fire.



Suicide is a rogue pilot's best friend. If you begin a kamikaze run that ends with you exploding during a recently initiated cut-scene, you won't lose a life, but when the cut-scene ends you'll respawn with a full complement of torpedos.



3

STAR WARS: ROGUE LEADER

Learn great shooting one-in-a-million style, in GC's hottest launch title

TIE ATTACKS



4

■ This is really all down to pure skill and a little luck. If you haven't got rid of your wingmen yet, do so *now*. **(3)**

■ TIEs are best confronted from the rear when they're still in formation **(4)**. You'll want to keep them that way for as long as possible, so make sure you don't get rid of the leader first or they'll split – you don't want to be chasing lone TIEs.

■ If you're feeling confident, attack TIEs side on and slightly from above, so that they're all in your line-of-sight. One quad-laser blast can take out three ties in one go.

■ Don't forget about the guns on the towers. The more you take out now, the less you'll have to worry about when you get to the trench run. Also, remember to save two torps for the last section.

THE TRENCH

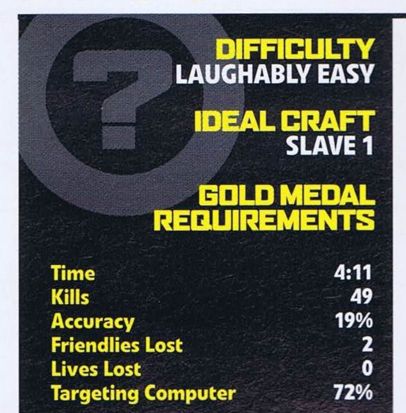


■ Close your wings and open them using the fire button to destroy the turrets. Get into a rhythm of closing S-foils and blasting turrets. Open, close, open, close, open… capisce?

■ Watch your accuracy. Turrets only need a short burst to destroy them.

■ Darth's ship is invincible, so make sure you use the opportunity to increase your accuracy ratings.

2: ISON CORRIDOR



DIFFICULTY
LAUGHABLY EASY

IDEAL CRAFT
SLAVE 1

GOLD MEDAL REQUIREMENTS

Time	4:11
Kills	49
Accuracy	19%
Friendlies Lost	2
Lives Lost	0
Targeting Computer	72%

BATTLE IN THE FOG

■ Bah! This is just daft. Get a silver medal on all the main levels, as well as Death Star Escape and Asteroid Field, to unlock Slave 1. Once you've unlocked it, enter the Ison Corridor and cluster bomb your way to a *very* easy victory.

■ For the best accuracy and speed, wait until squadrons of TIEs meet or cross your path and then unleash cluster fury. If you time it right (which isn't too hard) you'll get shot of ten TIEs in one pyrotechnic spectacle. Lovely.

EASY UPGRADE



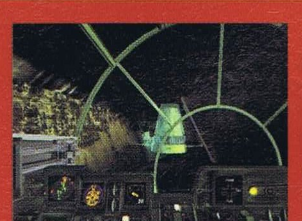
If you can't be bothered to hunt high and low for those elusive tech upgrades in every level…











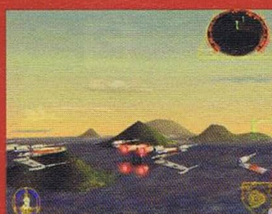
The craft upgrades are the key to success – and no Golds should be attempted until you have most of them in your possession. Advance torpedos, shields and lasers should be at the very top of your list.



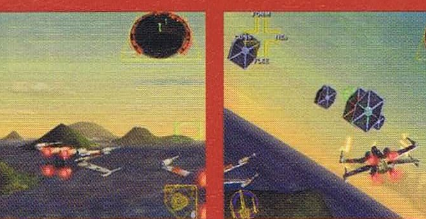
The fastest way of turning is to use L and R at the same time. This may leave you slightly open for a second or two, but it means you can swing round in an instant.



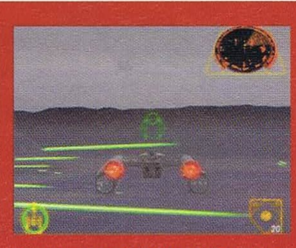
Get to know how much an enemy needs to be hit before it's destroyed. That way you can shoot and move on very quickly without needing visual confirmation that the target is down. This is more or less essential when you're doing bombing runs.



Wingman kills *do not* count in your final tally. On some levels, especially the first Death Star level, it's better to get rid of them altogether so that they don't break up the TIE formations or rob you of vital kills.



It's not always wise to dispatch mission-critical enemies as quickly as possible. If you still need to increase your kill count, it's a good idea to leave one craft unharmed to give yourself time to go after those easy kills before you complete the mission.



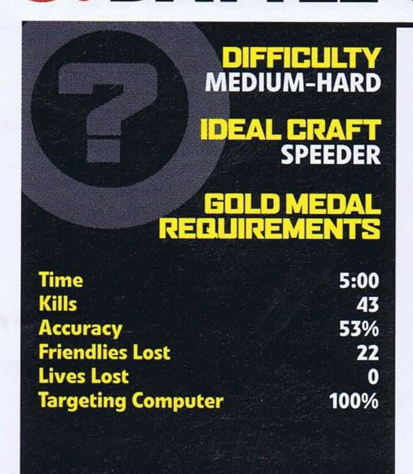
Remember, you don't have to deviate from your course in order to evade incoming TIEs. One of the best evasive manoeuvres is to close your S-foils before braking immediately. Time it right and the pursuing craft will end up right in your sights.



WHAT'S IT ALL ABOUT?

...then you're a lazy toe-rag. You'll also want these codes: enter AYZB!RCL then WRKFORIT on the password screen. Should perform a little 'sorting out'.

3: BATTLE OF HOTH



DIFFICULTY MEDIUM-HARD

IDEAL CRAFT SPEEDER

GOLD MEDAL REQUIREMENTS

Time	5:00
Kills	43
Accuracy	53%
Friendlies Lost	22
Lives Lost	0
Targeting Computer	100%

ION CANNON PROTECTION

1 Again, tell your wingmen to make themselves scarce and focus your attention on getting as many of the probe droids at the start as possible. This is *essential*.

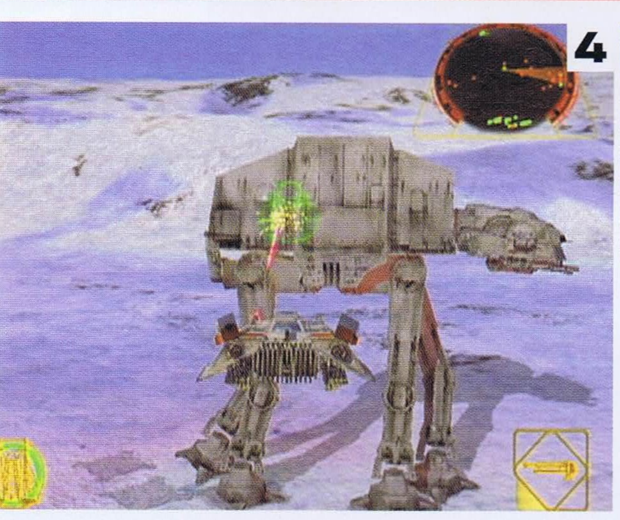
2 Before you reach the battlefield turn sharply to your left and over the hills. You want to get behind the first wave of AT-STs at speed, so you can get the box-dropping Imperial shuttle, the box, as well as the AT-ST inside.

3 Now destroy all the cannons threatening AT-STs from behind, before they kill too many friendlies.





AT-AT ATTACK





4 Those lumbering bad-boys are God's gift to accuracy. Shoot them. Shoot them. Shoot them. Shoot them.

5 Don't take out the leading AT-ATs until you've destroyed *all* the AT-STs. If you don't destroy them all, you'll fail the mission. Simple as that.

TRANSPORT PROTECTION



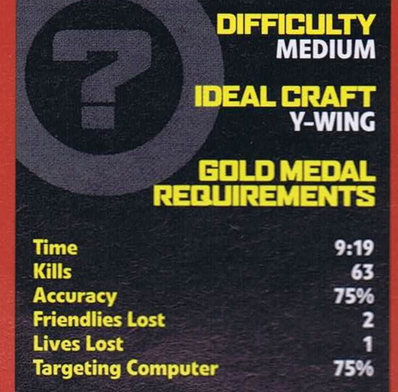
6 After the cut-scene take out as many probe droids as you can on your way through the canyon.

7 Concentrate on the bombers. Learn their entry points, get behind them and torpedo them. If any standard TIEs cross your path take them out, but don't go out of your way to chase them.

NGC INSIDER KNOWLEDGE!

HOLD IT TOGETHER
Leave TIE leaders until last. Diamond formation leaders are at the bottom; linear formations have their leader on the far left.

4: PRISONS OF THE MAW



DIFFICULTY MEDIUM

IDEAL CRAFT Y-WING

GOLD MEDAL REQUIREMENTS

Time	9:19
Kills	63
Accuracy	75%
Friendlies Lost	2
Lives Lost	1
Targeting Computer	75%

SHIELD GENERATOR



On the way to the generator, make sure you take out the line of transports. Starting from the left-hand side, just plough through them. This will greatly increase your accuracy.



Get rid of your wingmen – they'll just die on you and ruin your stats in the process.

RESCUE MISSION



You'll need to dispatch as many AT-PTs as possible using one bomb for each group of three – these are a very easy source for both kills and accuracy, so don't let the opportunity pass you by.



Ignore the TIEs and focus on the guns. They only need one bomb each, so the second your sights pass, tap B and move on. If you plan your route carefully you'll achieve gold in no time at all.

5: RAZOR RENDEZVOUS

DIFFICULTY
PRACTICE MAKES PERFECT

IDEAL CRAFT
B-WING

GOLD MEDAL REQUIREMENTS

Time	1:19
Kills	10
Accuracy	60%
Friendlies Lost	0
Lives Lost	1
Targeting Computer	85%

STAR DESTROYER ATTACK

1 Tell you wingmen to attack the TIEs. This will help keep the Redemption alive long enough for you to finish the level.

2 Head for the uppermost shield generators immediately and at top speed.

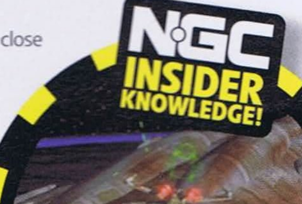
3 Once you're in range, open fire with your lasers and fire six torps at each shield pod. Be aware of any crossing TIEs and take them out where possible, but don't waste any time.

4 Head for the top surface of the destroyer. Activate your Computer and hit as many turrets as you can with *triple*-laser blasts for one-hit-kills. Now plough into the ship.

5 Respawn and head for the dome on the underside. Approach from below and chuck all your torpedos at the dome, as well as firing your lasers.

6 Once it's destroyed, close your S-foils, turn, and pull up as close to the Destroyer's tower as possible – now just smash into the bridge. Job done.

NGC INSIDER KNOWLEDGE!



EASY EVASION
Get rid of TIEs on your tail by heading for a large obstacle – a rock or a capital ship – braking, and plummeting down the other side.



1



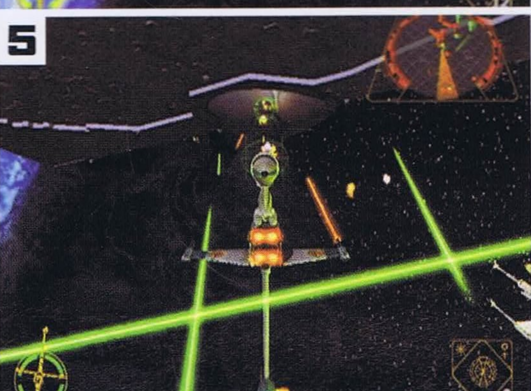
2



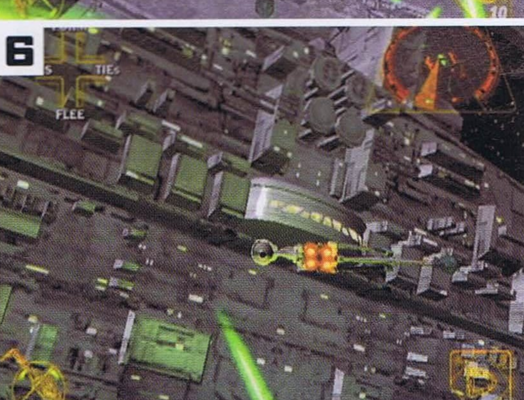
3



4

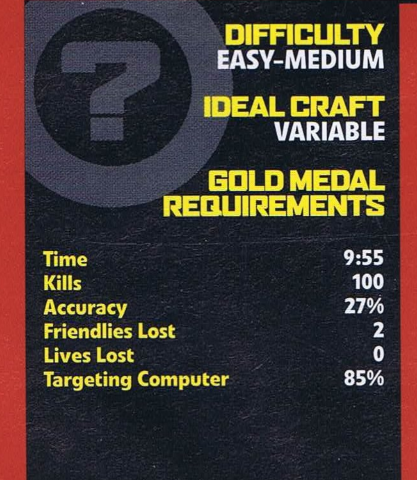


5



6

6: VENGEANCE ON KOTHLIS



DIFFICULTY
EASY-MEDIUM

IDEAL CRAFT
VARIABLE

GOLD MEDAL REQUIREMENTS

Time	9:55
Kills	100
Accuracy	27%
Friendlies Lost	2
Lives Lost	0
Targeting Computer	85%

RESCUE MISSION



- Again, tell your wingmen to skedaddle because with that 100 kill requirement you're going to need all the extra enemies you can muster.
- Interceptors are your priority – if you ignore them they'll waste you. By the time you've cleared them, there'll be TIEs massing at the flanks of the transport ripe for the torpedoing.

BATTLE IN THE BAY

- Once the TIEs have been taken care of, the next targets are the destroyer's gun turrets – easy and necessary kills.
- Immediately go for the AT-ATs, starting with the closest one. Try and find the right 'zone' on the analogue to spiral through the AT-ATs quickly.
- Now immediately get into the Y-Wing and drop a bomb on the stormtroopers, before flying away from the Transport and back again, giving you time to set up an attack run on the submerged AT-PTs.
- You should be relying on splash damage **(1)** to take out packs in large numbers with bomb drops – whatever you do, don't wait for them to recharge.
- Remember to keep revisiting the destroyer's flanks to take out more turrets to keep your kill count up **(2)**. Hyper-lasers are your primary target here.
- Only go for TIEs if you're sure it won't ruin your stats.
- Once you're happy with your kill count, go blow a hole in the hull to end the mission.



1



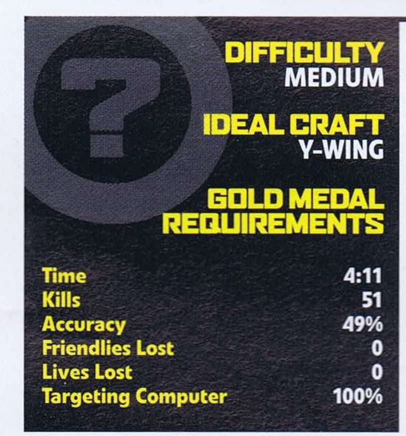
2







7: IMPERIAL ACADEMY HEIST



DIFFICULTY
MEDIUM

IDEAL CRAFT
Y-WING

GOLD MEDAL REQUIREMENTS

Time	4:11
Kills	51
Accuracy	49%
Friendlies Lost	0
Lives Lost	0
Targeting Computer	100%

STEALING THE SHUTTLE

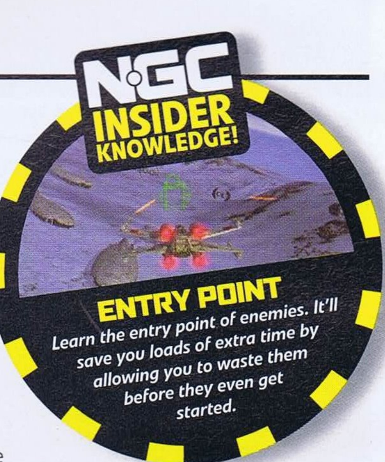
1 You should ideally do this level in the daytime. The Speeder is useless for getting Gold as it has no decent secondary weapon and its lasers are, frankly, rubbish. Just to make things worse, dogfighting at night is a pain in the backside.

2 Fly low and destroy the sensors with your ion cannon. Now bomb the TIE platforms and the satellite dish.

3 Learn the best approaches to the parked TIE squadrons so you can annihilate them in lines nice and quickly.

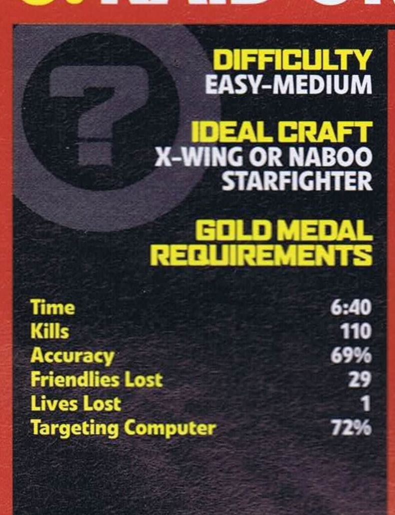
4 Remember to destroy all the gun turrets surrounding the shuttle before heading to the buildings around the central tower – an easy way to accumulate a higher accuracy statistic for.

5 Once you're confident that you've totted up enough kills, half-inch the imperial shuttle and fly low over the rocky regions, in order to cover your back from the pursuing TIE fighters.



ENTRY POINT
Learn the entry point of enemies. It'll save you loads of extra time by allowing you to waste them before they even get started.

8: RAID ON BESPIN



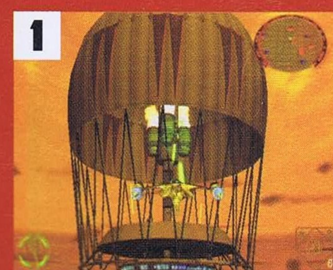
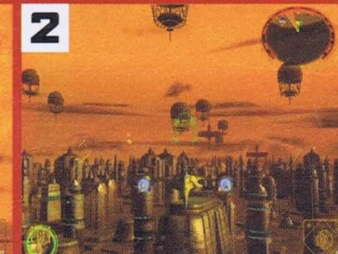
DIFFICULTY
EASY-MEDIUM

IDEAL CRAFT
X-WING OR NABOO STARFIGHTER

GOLD MEDAL REQUIREMENTS

Time	6:40
Kills	110
Accuracy	69%
Friendlies Lost	29
Lives Lost	1
Targeting Computer	72%

BALLOON ATTACK

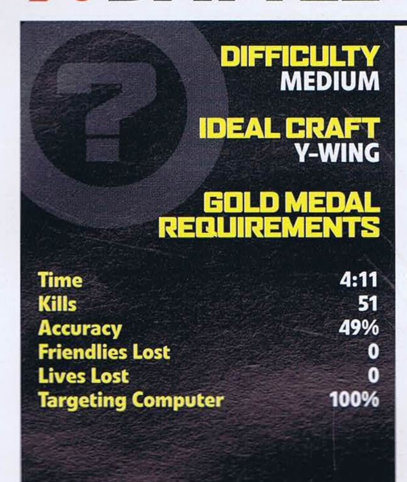


Ignore the TIEs. The balloons (1) are your priority – set your wingmen on the TIEs to keep them off your back. Also, make sure you're hitting the target – it sounds obvious, but your accuracy can be reduced by not hitting the balloon lifters correctly.

Next up is the city. Straight away you need to go balloon-kill crazy. They're worth a lot of kills and are relatively easy to destroy. Again, TIEs should be ignored unless you have a clear shot.

The most important targets for achieving gold are the generators (3). It is *essential* that you have a few goes exploring the level, so you know *exactly* where they are (4). Once you have this knowledge, you'll be able to take them out quickly, allowing you to concentrate on that monster 110 kill target.

9: BATTLE OF ENDOR



DIFFICULTY
MEDIUM

IDEAL CRAFT
Y-WING

GOLD MEDAL REQUIREMENTS

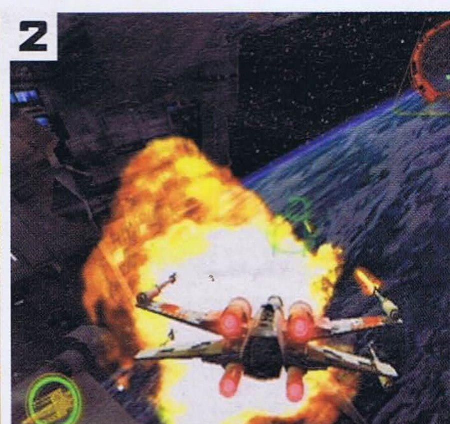
Time	4:11
Kills	51
Accuracy	49%
Friendlies Lost	0
Lives Lost	0
Targeting Computer	100%

DOGFIGHT

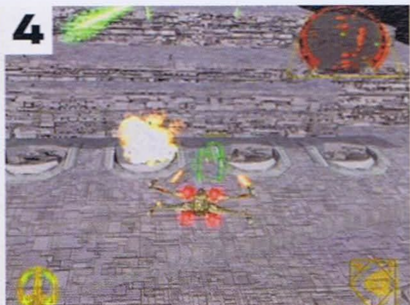
1 The biggest threat to your chances of gold medal success come in the form of suicidal TIE fighters. To prevent them from raining on your parade, it's advisable never to brake and turn too often, and more importantly, never to turn 180 degrees, as there will nearly always be a squadron of fighters behind you. Basically, keep your speed up and turn in long arcs.

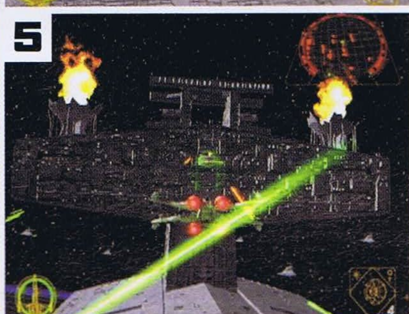
2 When the Bombers come to attack the Medical Frigate don't panic. You'll have plenty of time to deal with them. It's important to get as many kills in the early stages as possible, so concentrate on picking off easy targets before things start getting more hectic.









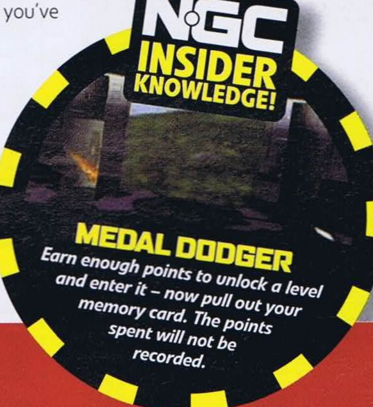


DOUBLE DESTROYER

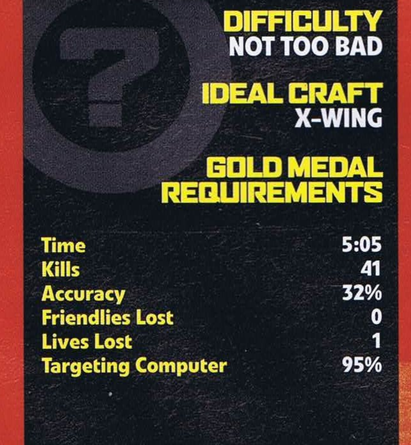
3 The best way to deal with the destroyers is simultaneously. Starting from the far left destroyer, sweep along the bridge tower of each, taking out the four shield pods. With practice this can be done on a single pass. Now dive under the destroyer to the right and make another pass under both, destroying the final generators. It's possible to take down both in only three passes.

4 Remember that gun turrets on the bridge towers make for easy pickings to add to your tally if you've not killed enough.

5 Again, make sure you get shot of your wingmen – they'll only get killed, adding to the roster of friendly fatalities.



10: STRIKE AT THE CORE



DIFFICULTY
NOT TOO BAD

IDEAL CRAFT
X-WING

GOLD MEDAL REQUIREMENTS

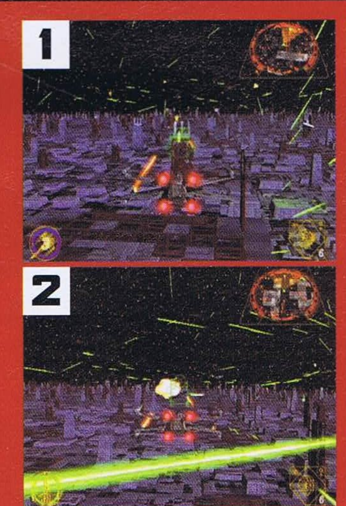
Time	5:05
Kills	41
Accuracy	32%
Friendlies Lost	0
Lives Lost	1
Targeting Computer	95%

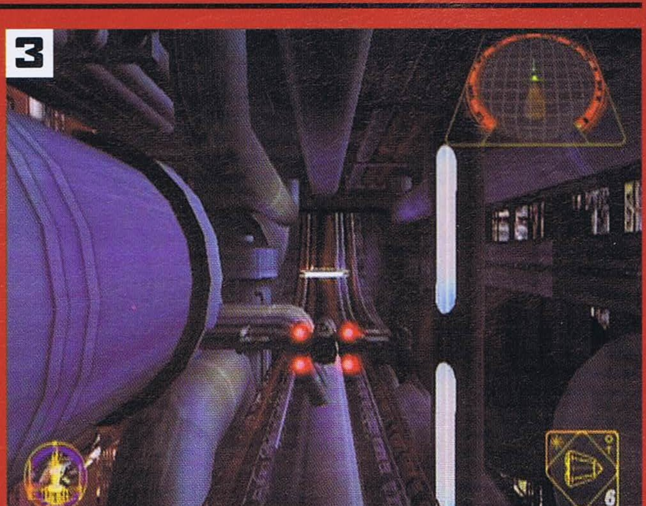
THE FINAL ESCAPE

1 The two golden rules of this level are to keep your speed up and go for the turrets on the surface.

2 TIEs are very easy to kill because they're almost always right under your nose – one quad-laser blast will get rid of them while keeping your accuracy high enough.

3 The hardest section of the level is the nerve-wracking final escape – as death here will mean you have to start all over again. The best way to tackle this section is to close your S-foils and get past the Falcon as soon as possible – preferably before the first bend.







BECOME A MULTI-MILLIONAIRE IN LUIGI'S MANSION



WHAT'S IT ALL ABOUT?

Not the longest game in the world by any stretch, but it's as uniquely enjoyable, stuffed with character and glittering with new ideas as anything from Shigsy's stable. Perfectly tweaked controls make hoovering up spooks a joy, and the spectacular, laugh-out-loud animation sucks every last drop of power from Gamecube's meaty graphics chip. Scarily good stuff.

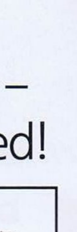


WHAT WE SAID IN ISSUE 67

"This is the kind of gaming that has you staring bleary-eyed at the screen at 2am because you can... not... stop. Nintendo at their dazzling, delirious best – but we can't wait for Mario's return all the same."



All the cash in *Luigi's Mansion* – uncovered!

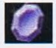


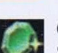
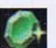
A quick guide to which bits of booty are worth what...

  **Coin** 5,000G

  **Note** 20,000G

 **Gold bar** 100,000G

 **Blue ruby** 500,000G

  **Green ruby** 800,000G

  **Red ruby** 1,000,000G

 **Silver diamond** 2,000,000G

  **Pink diamond** 5,000G

  **Gold diamond** 20,000,000G

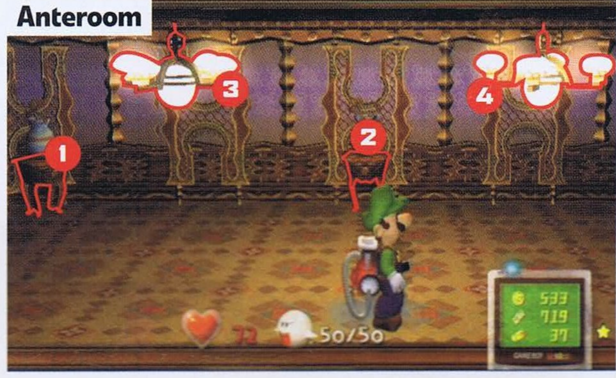
  **Big pearl** 1,000,000G

  **Medium pearl** 100,000G

Small pearl 50,000G

Parlour

Study


Anteroom


Ballroom

AREA 1: TO CHAUNCEY

Foyer Lamp, 5 coins ☐ 2F landing, 8 coins ☐ 15 coins, 15 notes in the chandelier ☐

2F Parlour 1. 15 coins ☐ 2. 10 coins, 10 notes ☐ 3. 10 coins ☐ 4. 10 coins, 10 notes ☐ 5. 1 gold bar ☐

NGC INSIDER KNOWLEDGE!

CATCH 'EM ALL
Rubies and gold take the longest to fade away. Gently tap R to scoop up coins and notes before going for the real riches.

2F Anteroom 1. 1 gold bar ☐ 2. 5 coins, 5 notes ☐ 3. 10 coins ☐ 4. 10 notes ☐

2F Wardrobe Room A blue money ghost is hiding in the wardrobe (the one on the right) – catch him before you clear the room for 20 coins and 30 notes ☐ 15 coins and 15 notes in the middle wardrobe ☐

2F Hallway 11 coins on the floor ☐

2F Study 1. CHEESE! 30 coins, 10 notes, 1 green ruby ☐ 2. MONEY GHOST! 20 coins, 5 notes, 1 red ruby ☐ 3. 20 notes ☐ 4. 5 coins ☐

2F Master Bedroom 1 gold bar in the drawer ☐ 10 coins and 10 notes in the right-hand dresser ☐ Rotate the fan to get 25 notes ☐

2F Nursery 1. 9 coins lying around ☐ and 5 inside the lamp ☐

SECRET STUFF

Hidden rooms, thirsty pot plants and innocent-looking vases are all hiding hidden treasure in *Luigi's Mansion*. Max out your money meter with these top secret sources of moolah...



AREA 1
1F Balcony
Water the four pot plants next to Toad and you'll be rewarded with 10 coins, 10 notes, a gold bar and – best of all – a shiny blue ruby ■.



AREA 2
1F Hallway (Bottom)
There's a gold bar ■ and 10 coins ■ inside the pots – and there's also a MOUSE in there! Catch him and you'll get 30 coins, 15 notes, and 2 gold bars ■.



1F Hallway (Top)
Have a rummage around the pots for 10 coins and 5 notes ■ and 1 gold bar ■.



1F Hidden Room
Going anti-clockwise: 20 notes ■ 1 gold bar ■ 15 coins, 15 notes ■ 15 coins, 15 notes ■ 20 coins, 20 notes, 2 gold bars, 1 red ruby, 1 green ruby, 1 blue ruby ■.



1F Boneyard Flower
Water the flowerbed as soon as possible, then refresh the bud after the Bogmire battle. Finally, repeat after seeing off Boolossus for 30 coins, 20 notes, 2 gold bars and a golden diamond ■.

LUIGI'S MANSION

Get rich! We show you the best sofas to hunt under…

Fortune-teller's Room

Laundry



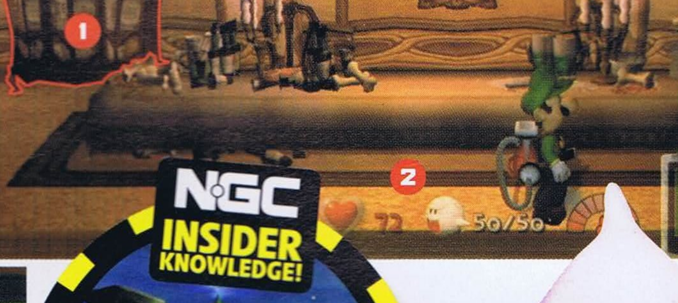
TICKED OFF?

So you can keep track of your riches, we've included little boxes – like this one ■ – that you can tick off as you go. Nice touch, that.

Butler's Room



Dining Room



Kitchen



NGC INSIDER KNOWLEDGE!

DARK LORD

After the post-Boolussus blackout, you can clear rooms without the lights coming on – nabbing blue ghosts and mice is a lot easier.



AREA 2: TO BOGMIRE

1F Ballroom 1. 15 coins, 15 notes ☐ 2. 1 gold bar.

1F Storage Room 5 coins in the bin ☐ and a MONEY GHOST hiding in the chair nearest the door, worth 20 coins, 10 notes and 2 gold bars ☐

1F Bathroom 10 notes nestling inside the bathroom cabinet ☐

1F Fortune Teller's Room 1. CHEESE! (behind the chair for 20 coins, 10 notes, and 1 blue jewel) ☐ 2. 10 notes, 10 coins ☐ 3. 1 gold bar ☐

1F Laundry Room 1. 5 coins ☐ 2. 5 notes ☐ 3. 20 coins, 20 notes, 2 gold bar ☐

1F Butler's Room 1. 1 blue ruby ☐ 2. 5 notes ☐ 3. 20 coins, 20 notes ☐

1F Conservatory 5 coins in the light ☐ and 15 coins, 15 notes in the cupboard ☐

1F Dining Room 1. MONEY GHOST! 20 coins, 5 notes, 1 green ruby ☐ 2. CHEESE! 30 coins, 15 notes, 2 gold bars ☐ 3. 10 coins, 10 notes ☐ 4. 20 coins, 20 notes, 2 gold bars, and 1 silver diamond. Bingo!

1F Kitchen 1. MOUSE! 30 coins, 10 notes, 1 green ruby ☐ 2. MONEY GHOST! 20 coins, 5 notes, 1 blue ruby ☐ 3. 15 coins, 15 notes ☐ 4. 5 coins ☐

1F Graveyard Tap the pipe over on the right to uncover 1 red ruby ☐





AREA 3
2F Hallway (top)
Search the pots for 10 notes ■ 1 gold bar ■ and 10 coins ■.



2F Hallway (bottom)
1 gold bar in a pot ■ and a MOUSE! 30 coins, 10 notes, 1 blue ruby ■.



3F Balcony
It's all plants here: 1 gold bar, 1 green ruby in the east ■ 40 coins, 35 notes, 1 green ruby and 1 pink ruby to the north ■ 10 coins, 10 notes and 1 gold bar to the west ■.



AREA 4
2F Sealed Room 1
MOUSE! 40 coins, 40 notes ■ MONEY GHOST! 20 coins, 5 notes, 1 green ruby ■ And, in chests, a total of 55 coins, 55 notes and 2 gold bars ■.

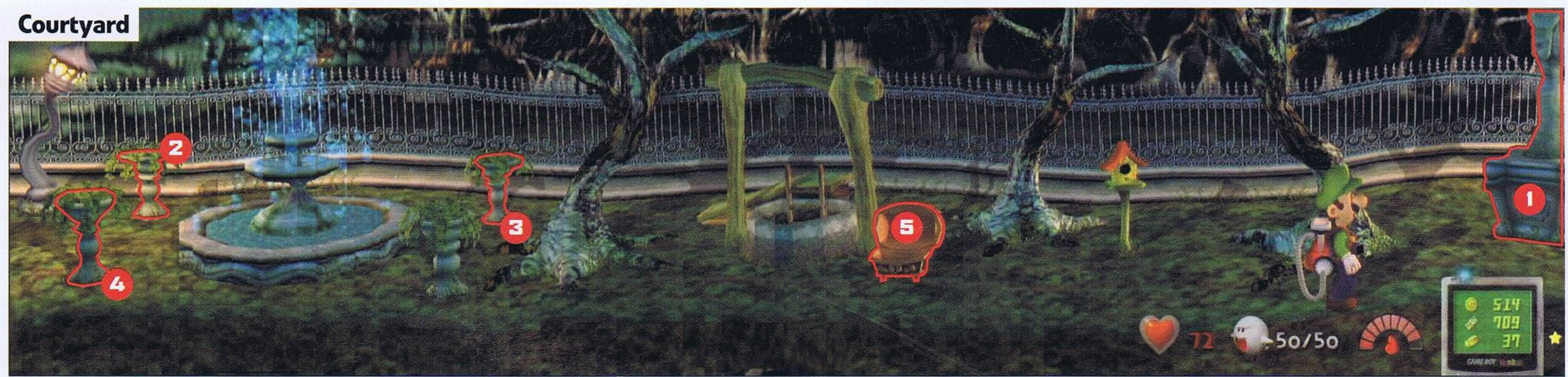


2F Sitting Room
Just 1 gold bar pops out when you water the plant ■.



2F Guest Room
10 coins, 10 notes in the bottom-right drawer ■ and 20 coins, 20 notes, 2 gold bars, 1 silver diamond hiding in the treasure chest ■.

Courtyard



Rec Room



Tea Room





Nana's Room

Billiards Room

1 2 3 4 5

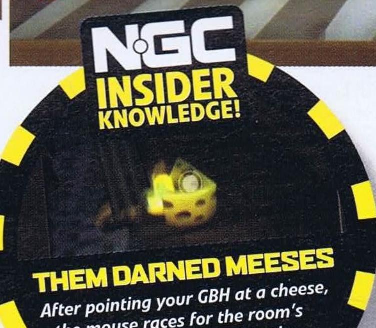
THE GALLERY GHOSTS

There are 19 Gallery Ghosts lurking in the mansion for you to suck up and display. Get to it!



Every gallery ghost is worth 1 big pearl, 4 medium pearls and 4 small pearls – but only if you reduce them all the way down to 10 per cent strength with your first suck. So you'll definitely need the souped-up hoover you're given in the Hidden Mansion – and the ability to use it properly by pulling in the opposite direction as the struggling spook. Here's a chronological list for you to tick off at your leisure:

Neville (2F Study) ☐
Lydia (2F Master Bedroom) ☐
Chauncey (2F Nursery) NO CASH
Floating Whirlindas (1F Ballroom) ☐
Shivers (1F Butler's Room) ☐
Melody (1F Conservatory) ☐
Mr Luggs (1F Dining Room) ☐
Spooky (1F Boneyard) ☐
Bogmire (1F Graveyard) NO CASH
Biff Atlas (1F Rec Room) ☐
Miss Petunia (2F Bathroom) ☐
Nana (2F Nana's Room) ☐
Henry & Orville (2F Twins' Room) ☐
Slim Bankshot (1F Billiard Room) ☐
Madame Clairvoya (1F Fortune Teller's Room) ☐
Boolossus (3F Balcony) NO CASH
Uncle Grimmly (2F Wardrobe Room) ☐
Clockwork Soldiers (3F Clockwork Room) ☐
Sue Pea (2F Guest Room) ☐
Jarvis (3F Ceramics Studio) ☐
Sir Weston (BF Cold Storage) ☐
Vincent Van Gore (3F Artist's studio) ☐



NGC INSIDER KNOWLEDGE!

THEM DARNED MEESES

After pointing your GBH at a cheese, the mouse races for the room's top-left corner. Stand to the left of the cheese to catch him.



AREA 3: TO BOOLOSSUS

1F Courtyard 1. 20 coins, 20 notes ☐ 2. 10 coins, 10 notes ☐ 3. 1 green ruby ☐ 4. 1 gold bar ☐ 5. 20 coins, 20 notes, 2 gold bars ☐

1F Rec Room 1. 1 gold bar ☐ 2. 20 coins, 20 notes, 2 gold bars, 1 silver jewel ☐ 3. There's a MONEY GHOST up here! 20 coins, 5 notes, 1 gold bar ☐

Stairs to 2F 10 notes stuffed in the lamp ☐

Twins' Room



2F Tea Room 1. MOUSE! 30 coins, 10 notes, 1 red ruby ☐ 2. CHEESE! 30 coins, 10 notes and 1 red ruby ☐ 3. 1 red ruby ☐

2F Washroom Destroy the Hugger and you'll get a chest worth 20 coins, 20 notes and 1 gold bar ☐

2F Nana's Room 1. MONEY GHOST! 20 coins, 10 notes, 2 gold bars ☐ 2. 10 coins, 10 notes ☐ 3. 20 coins, 20 notes ☐

2F Twins' Room 1. MONEY GHOST! 20 coins, 20 notes ☐ 2. 10 coins, 10 notes ☐ 3. 5 coins, 5 notes ☐

Get rich! We show you the best sofas to hunt under…

NIGHT MOVERS

There are three blue ghosts that are only found during the blackout after you've unlocked the third floor balcony's second door. These are…



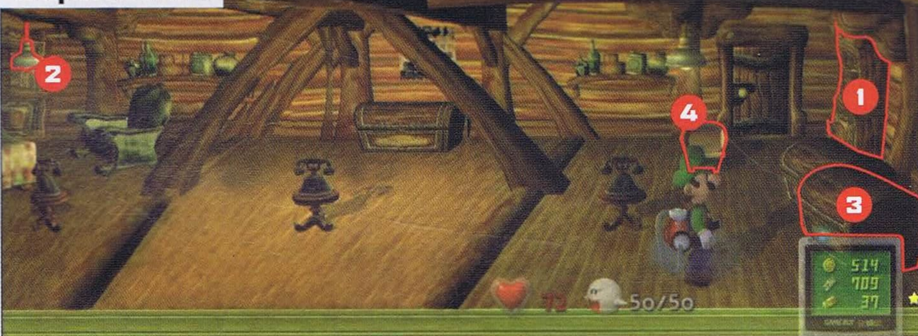


…a fella hiding in Melody's chair in 1F Conservatory, another one cowering in Chauncey's cot in 2F Nursery, and finally a third blue spook inside the right chest in 1F hidden room.

Cellar

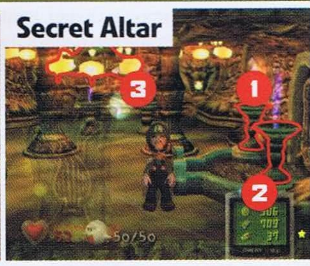


Telephone Room



Armoury

Ceramics Studio



Secret Altar

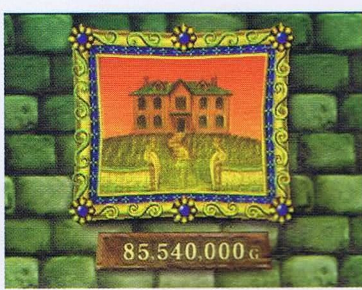
HOUSEY HOUSEY

After capturing King Boo, Luigi builds a house with his riches, which is ranked from A to H. You might think securing an A is a tricky task – but just try H…





☐ **Rank A: 100,000,000 G or more.**



☐ **Rank B: 70,000,000 or more.**



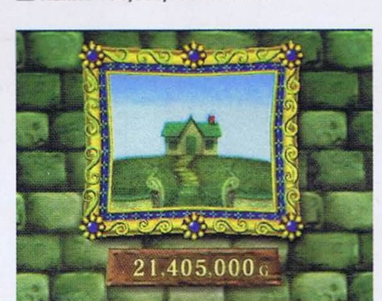
☐ **Rank C: 60,000,000 or more.**



☐ **Rank D: 50,000,000 or more.**



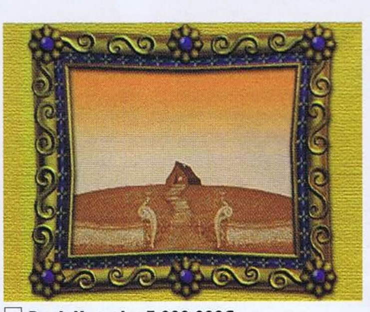
☐ **Rank E: 40,000,000 or more.**



☐ **Rank F: 20,000,000G or more.**



☐ **Rank G: 5,000,000G or more.**



☐ **Rank H: under 5,000,000G.**

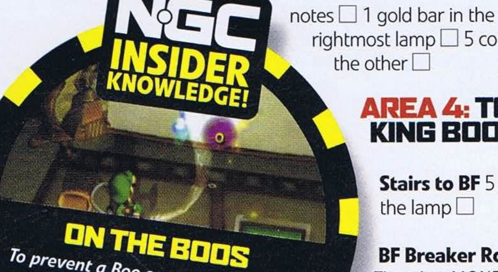
1F Billiards Room 1. MONEY GHOST! 20 coins, 15 notes, 1 green ruby ☐ 2. 20 notes ☐ 3. 1 gold bar ☐ 4. 5 coins ☐ 5. 20 coins, 20 notes, 2 gold bars, 1 silver diamond ☐

1F Projector Room Cupboard: 10 coins, 10 notes ☐ Lamp: 5 coins ☐

2F Astral Hall drawer: 10 coins ☐ chandelier: 15 coins, 15 notes ☐

2F Observatory Gold in drawer ☐

3F Safari Room CHEESE! 30 coins, 40 notes ☐ 1 gold bar in the rightmost lamp ☐ 5 coins in the other ☐



AREA 4: TO KING BOO

Stairs to BF 5 notes in the lamp ☐

BF Breaker Room There's a MONEY GHOST beneath the tablecloth, worth 20 coins, 5 notes and 1 blue ruby ☐

BF Cellar 1. MONEY GHOST! 20 coins, 10 notes, 2 gold bars ☐ 2. 10 coins, 5 notes, 1 gold bar ☐ 3. 3 notes, 1 gold bar ☐

3F Telephone Room 1. 20 coins ☐ 2. 5 coins ☐ 3. 20 coins, 20 notes ☐ 20 coins, 20 notes, 1 gold bar ☐

3F Clockwork Room Look for a mini haul of 5 coins in the rightmost lamp ☐

3F Armoury 1. 20 coins, 20 notes ☐ 2. 1 gold bar ☐ 3. 20 coins, 20 notes ☐

3F Ceramics Studio 1. 2 notes, 2 gold bars, 1 red ruby ☐ 2. 5 notes ☐ 3. 20 coins, 20 notes, 2 gold bars, 1 silver diamond ☐

BF Pipe Room There's 1 gold bar hidden in the bucket ☐

3F Artist's Studio As well as Vincent Van Gore, make sure you also hoover up the 50th and final Boo here, which is worth a single gold diamond ☐

Secret Altar 1. 20 coins, 20 notes ☐ 2. 1 gold bar ☐ 3. 1 blue ruby ☐ And, finally, 1 pink diamond from our friend King Boo himself ☐. And that's your lot!

Well done, Schnitzel.

NGC TELLS YOU HOW TO...

in association with Virgin megastores

UNLOCK THE SECRET WORLD OF

TONY HAWK'S PRO SKATER 3

THEY DON'T TELL YOU THIS IN THE MANUAL!

WHAT'S IT ALL ABOUT?

You, a board, over ten huge arenas to hare about on, secrets galore to hunt down; bonus levels, different endings, and loads of new characters. *THPS3* is the perfect example of the game that has no ending. It's plethoric, cornucopic, myriad, and it'll take you months to complete. Care to join us on a tour round Tony's secret world?



WHAT WE SAID IN ISSUE 67

"It's rock-solid, playable, beautiful and plethoric to the nines… attaining that elusive high score is still as relentlessly enjoyable today as it was when Space Invaders appeared in arcades twenty years ago."

NGC INDEPENDENT NINTENDO GAMING **87**





At the perimeter of the park in Rio, there's a bus stop. Grind the bench or the top of the bus stop for a stack of hidden points. Get in!

NGC INSIDER KNOWLEDGE!



OW, MY HEAD!

On the Canada level, go behind the pools and you'll see a totem pole. Grind the fence, transfer to the pole, and you'll knock its head off!

It's all just skating and scoring points, right? Wrong!

1a



1b



2



3

4

NGC INSIDER KNOWLEDGE!

TAUNTING

Make your skater perform the 'Who's Your Daddy!' taunt by pressing L+R+B.

IN THE MOVIES

Using each of the skaters to complete the game unlocks a short movie of them in action. That makes a total of 23 movies, not including the intro and logo movies. But there's more – each of the eight hidden characters will unlock the following flicks, some of which are pretty funny:

- The Neversoft team failing at attempted stunts **(1a)**.
- Movies of Cabellaro skating in '76, Mullen in '88 and Hawk in '82 **(1b)**.
- Two montages of pro skaters bailing.
- A video advert for *Kelly Slater Pro Surfer.*

COMBO COLLECTIVE

While the manual lists some of the tricks you can pull off, there are loads of others that aren't included, hidden away somewhere inside the game's mother brain. There are stacks of these to discover, but we've compiled the top three Flip, Grind, Lip and Flatland tricks, as these'll give you the headstart you need to take on the game's trickier challenges.

Flip (3)	
Triple Kickflip	Left, Left, Left + B540
Shove-It	Down + B + B + B
Beni Fingerflip	R, R+ X + Up + B
Grind (4)	
Smith Down	Up + Y
Tailslide	B + B (5-0 Grind)
Overcrook	X + X (Noseslide)
Lip (5)	
Gymnast Plant	L, R + Y (Invert)

AFTER EIGHT

Tony Hawk's 3 dishes up a whole bunch of pro skaters for you to ollie up with. But for those of you patient enough to bust the game to bits, there's another eight characters to collect.



Name	Darth Maul
Collects	Force Points
Notes	Makes people choke in-game/at the Skate Shop

How to unlock him…
Complete all game goals, get gold medals in all three competitions one time with any character in career mode.



Name	Wolverine
Collects	Mutation Points
Notes	Causes people to front up to him

How to unlock him…
Complete all game goals, get gold in all three competitions twice in career mode, with two different skaters.



Name	Officer Dick
Collects	Donut Points
Notes	Makes people act like criminals

How to unlock him…
complete all goals and get gold in all three competitions three times in career mode with three different skaters.



Name	Private Carrera
Collects	De-merit points
Notes	Makes people come on to her

How to unlock her…
Complete all goals and get gold in all three competitions five times in career mode, with five different skaters.

TONY HAWK'S PRO SKATER 3

Put some extra, er, 'air' in your 'ollie' with our grinding guide

UNDISCOVERED COUNTRY

As you play TH3 more and more, you'll come across blocked doors and suspicious-looking areas that seem to lead nowhere. But you're often closer to the truth than you think, as each level has a hidden area that is typically opened by completing a small task – unjamming valves on the Foundry or busting through the X-Ray machine at the Airport. The coolest, creepiest and trickiest hidden area is the Thin Man's House on Suburbia – follow this mini-guide and snag the secret tape into the bargain…



Grab the axe from the building site.



Give it to the Thin Man.



Now you can enter the house.



Bust-a-move through the boneyard.



Evade the bats and head for the skylight.



Smash through the window for the tape!

Axle Stall	Right, Right + Y (Stall)
Boneless	Left, Left + Y (Stall)

Flatland (6)

Anti-Casper	Left, Right + Y
Truckflip	Truckstand + Left, Left + B
Handstand	Right, Right + X

ADDITIONAL MOVES

Faster recovery from bail

Keep pressing L + R to make your skater recover more quickly from a bail.

Props (7)

When on the concrete, press L + R + X + Y simultaneously to make your skater give themselves props. You'll see either 'Props' or 'No Way' appear on the screen.

CANDID CAMERA

Change the view from the free-roaming camera by pressing Z + R, or lock it in position by pressing Z + L. There's also a glitch that allows the camera to be controlled totally independently of the action – it's a bit useless, but you get to swoop round the skatepark with total freedom: Just press Start + A at the Skate Shop level selection screen **(8, 9)**.



MAKING A POINT

Get stats to die for by jabbing in MAXMEOUT at the Cheats Menu. You'll hear the bling! when you've done it right.



Name Ollie the Magic Bum
Collects Puke Points
Notes Hurls abuse and makes people act drunk

How to unlock him…
Complete all goals, and get gold in all three competitions seven times in career mode with seven different skaters.



Name Kelly Slater
Collects Break points
Notes Rides a surfboard and is due to star in his own game

How to unlock him…
complete all goals and get gold in all three competitions eight times in career mode with eight different skaters.



Name Demoness
Collects Possession Points
Notes People near her burst into flames

How to unlock her…
complete all goals and get gold in all three competitions ten times in career mode with ten different skaters.



Name Neversoft Eyeball
Collects Normal stat points
Notes Developers' corporate logo, as seen in the intro

How to unlock it…
complete all goals and get gold in all three competitions 21 times in career mode with 21 different skaters.





in association with



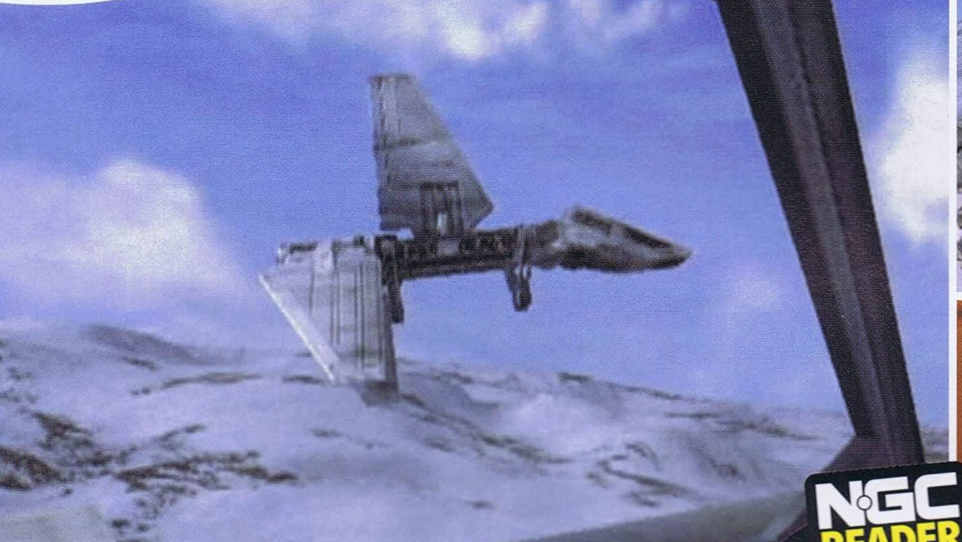
THE TIPS YOU NEED FOR THE GAMES YOU'RE PLAYING...

TIPS EXTRA

NGC READER KNOWLEDGE!

In Rogue Leader, don't waste your time chasing after stormtroopers because even if you shoot them all they don't count towards your overall kill and accuracy ratings.

David Coles, Croydon



YOUR MOST WANTED TIPS

ROGUE LEADER

NABOO FIGHTER

To unlock this swish and speedy ship, you're going to need to complete the Tatooine Training course at all four – count 'em – different times. That's dawn, day, dusk and night. To do this you'll need to beat all races, kill 60 womprats and find all the items.

SPEED

After much painstaking research and numerous all-night play sessions, we've worked out the fastest and slowest ships for you, which can be invaluable knowledge when deciding whether to run away or fight an enemy. In order of speed, they are: the majestic Millennium Falcon, the Naboo Starfighter, the A-Wing and the Cloud Car, the X-Wing, the TIE-Advanced, the Speeder, the TIE- Fighter, the Y-Wing, Boba Fett's Slave I – and last but not least there's the sluggish B-Wing bringing up the rear.

NGC READER KNOWLEDGE!

I've found that completing all sixteen of the Crazy Box challenges in Crazy Taxi unleashes a shiny new special bike that you can use to shunt customers around in.

Paul Fenwick, Bromley

POWER

So you've got the fastest ships, now get the ones with the most powerful lasers. They are, in order of, um, powerfulness: the maverick Millennium Falcon, the Imperial Shuttle, the TIE-Advanced, the TIE-Fighter, the Speeder, the B-Wing, the Naboo Starfighter, the Slave I, the A-Wing, the X-Wing and then there's the weedy Y-Wing at the bottom of the pile.

SHIELDS

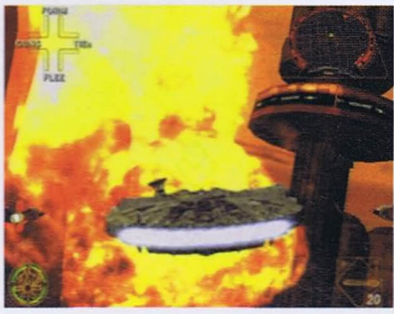
To finish things off, here's the ships with the strongest shields. They are, in order of, er, shieldiness: the B-Wing, the Y-Wing, the rickety rust-bucket that is the Millennium Falcon, the Naboo Starfighter, the X-Wing, the Slave I, the TIE-Advanced, the Speeder, the Imperial Shuttle, the Cloud Car, the TIE-Fighter and the fragile A-Wing shirking on its shield stats down at the tail end.

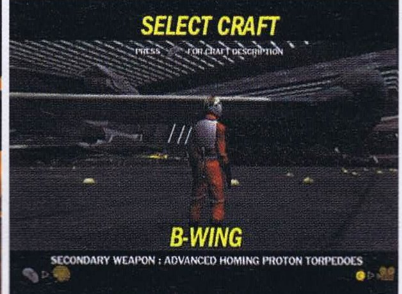
WALK THROUGH WALLS

When in a hanger, press up against a wall by holding the control and C-sticks up and then repeatedly tap X – you should now pass through it, as if some form of space-age voodoo magic is at work.

ALTERNATIVE MUSIC

Fancy a change in music? Try pausing the game just before you die to hear the pause screen music carry on when you reappear.





TONY HAWK'S PRO SKATER 3

TRIPLE TRICKS

For a simple but dazzling triple kick-flip, simply tap Left and then quickly bash the B button three times. Not enough for you? Try hitting Up instead of Left and then B three times to pull off what those in the know call a triple impossible.

GRINDING COMBOS

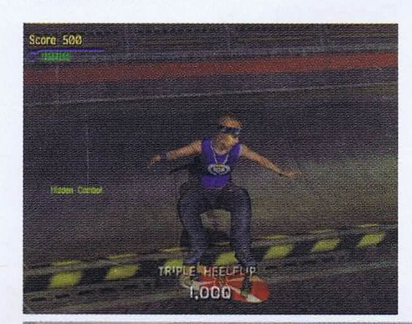
When grinding (you know, sliding along rails and other assorted stuff), double taps of X or the magic B button will see you pulling off more fancy combos.

HANDSTAND

You can make friends and influence people by pulling off a rather nifty handstand – press Right + X while you're in a linkable flatland trick.

TRASH TALKING

Your skater is capable of saying one of three taunts: "No Way!" (press Left + Right + X), "Props" (Left + Right + Y), and **NGC**'s motivational phrase of the month, "Who's Yo Daddy?!" (Left + Right + B). Get to it, you slacker bums.





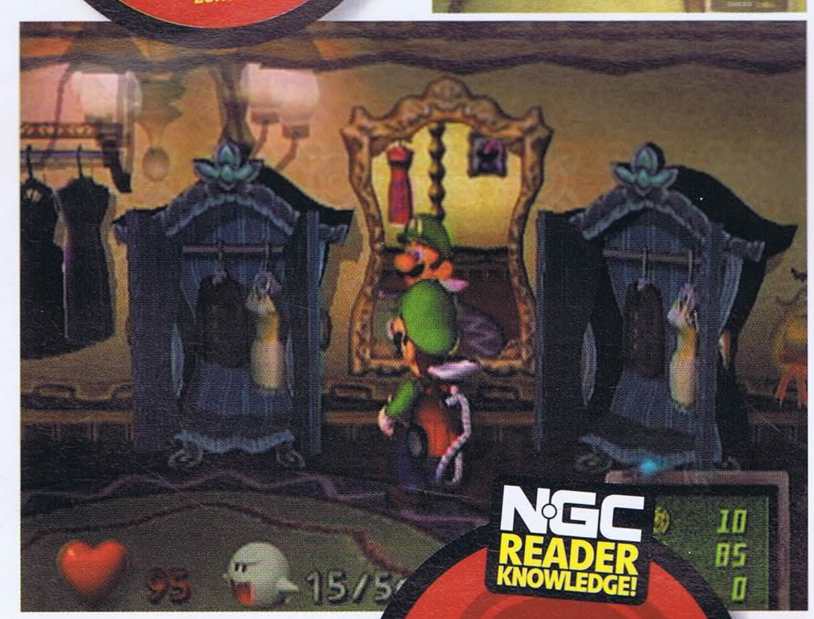




NGC READER KNOWLEDGE!

I've discovered how you can get unlimited continues in Super Monkey Ball. Every 2500 points you get in the three minigames gives you an extra continue, and once you've got nine you get unlimited continues!

Jennifer Akiri, London



NGC READER KNOWLEDGE!

If you want to get a top-notch A grade on every stage in Sonic Adventure 2 Battle then just take your time and collect every single ring. You'll then get that top rank every time!

James Mitchell, Northampton

LUIGI'S MANSION

BEDSPREADS

Ghosts getting under your feet in *Luigi's Mansion*? Well, try getting rid of any tablecloths or bedspreads lying around before you tackle the ghosts – you don't want to waste valuable time by having a nice Gingham table cloth clogging up your vacuum cleaner by mistake, do you?

HIDDEN MANSION

Access your saved file after completing this ghost-fest and you'll see that there's the option of entering a Hidden Mansion. Be warned though, as this one's filled with some real rough-and-tough ghouls. Not only that, but some cad has scattered all the keys in different rooms as well.



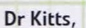
Specific gaming medicine dispensed by NGC's clinical psycho...





Dr Kitts,
Luigi's Mansion is great, but those fake doors are causing me to lose all of my coins. How do I know which doors are real?
Dave, via email

Dr Kitts absent-mindedly recites misogynistic gangsta rap lyrics to a young patient…
Ah, those deceptive old doors. A tricky predicament, but one not entirely without a remedy. What you need to do is aim your trusty vacuum at a door and hold down R. If the door then shakes it's a real one. If it doesn't, then it's fake.



Dr Kitts,
I've heard that there's a secret island on *Wave Race: Blue Storm*, but no matter where I look I just can't find it.
Rob Ford, Hertford

Dr Kitts waxes, polishes and generally buffs his gramophone…
You're clearly not looking hard enough, for if you'd have entered Dolphin Park and jetted straight ahead, you'd have eventually come to a hill popping out of the serene water. Look left here and you'll see a circle of buoys. Turbo in that direction, diving if needed to gain some speed, and once you're inside them you'll find some tumultuous waves to play with.



Dr Kitts,
Where's the secret tape on the Foundry level in *Tony Hawk's Pro Skater 3*?
Ben Jones, Glasgow

Dr Kitts considers taking a sales position in a high-street pharmacy…
Get on the catwalks at the start (using the ramps if needed), then follow them until you reach a room with two glass walls. Jump through the glass on the right, where you'll find the secret tape nestling on a rafter.

Dr Kitts,
I'm stuck on *Sonic Adventure 2 Battle*. How do I defeat Dr Eggman the first time he comes around?
Jeremy Hill, via email

Dr Kitts shakes his head after reading a report on medicines made from ivy…
Dr Eggman's no relation to me, but a tricky practitioner nonetheless. What you need to do here is take the offensive. Charge towards him and he'll start running away. Then simply blast the devious villain five or six times to dispose of him.



Your last resort – cheat codes to save your skin.

ROGUE LEADER

- To kit yourself out with upgrades: **AYZB!RCL** then **WRKFORIT**.
- For the Naboo Starfighter, enter **CDYXF!?Q**, then **ASEPONE!**
- For Slave 1 enter **PZ?APBSY** then **IRONSHIP**.
- To view the art gallery, enter **EXHIBIT!**
- For end game credits, enter **THATSME!**
- For the Millennium Falcon, enter **MVPQIU?A**, then **OH!BUDDY**.
- To view the documentary, enter **?INSIDER**
- To visit the music hall: **COMPOSER**.
- To hear the audio commentary, enter **BLAHBLAH**.
- To play in black and. white mode, enter **LIONHEAD**.

WAVE RACE: BLUE STORM

- Simply **select a character with the Z button** to see them clad in a different costume or pair of Speedos.
- At the options screen, **hold down Start, Z and Y** to open a password option.
- Enter the code **463YWNX3** in the password option to be able to play the Dolphin Park in Normal Stunt Mode.
- Enter the code **DLPHNMOD** in the password option screen to be able to race on a dolphin.
- Enter the code **J784WMHF** in the password option to unlock the Ethnic Lagoon track in normal time attack mode.

CRAZY TAXI

- To drive the cool rickshaw taxi, select your character as normal then **tap L + R three times quickly and press A**.
- To play in Another Day Mode hold down R while choosing your character.
- To test your skills in Expert Mode **hold down L, R and Start** before the character selection screen.

SONIC ADVENTURE 2 BATTLE

- Holding down X and Y when the game is paused will give you a full clear screen.
- Hang around long enough at the 'Press Start' screen, Tails will eventually say "Team Sonic!" for you.

TONY HAWK'S PRO SKATER 3

- Entering **MARKEDCARDS** in the Cheat section of the Options screen will unlock all 11 in-game cheats.
- **Snowboard Mode:** Makes you slip.
- **Always Special Mode:** With this your Special meter will always be at full power.
- **Perfect Rail Balance Mode:** Pull off faultless grinds.
- **Super Stats Mode:** Pumps up those statistics to maximum power.
- **Giant Mode:** Doubles the height of your character.
- **Slow-mo Mode:** Once you ollie, you can then pull off as many tricks as you desire.
- **Perfect Manual Balance Mode:** Stops you falling over.
- **Tiny Mode:** The opposite of Giant Mode – no surprises there.
- **Moon Physics Mode:** You can now ollie about four times higher than normal.
- **Expert Mode:** Hinders your skater by making them skate faster and jump lower.
- **First Person View Mode:** Switches the screen view to up. Guaranteed to make you dizzy.
- To view the 23 movies try **POPCORN**.

DAVE MIRRA FREESTYLE BMX 2

- To unlock all the available bikes, press **U , L, D, R, D , D, R, D, D , L, B**.
- To view all full-motion videos sequences, press **U, L, D, R, L, L, R, L, U, D, B**.
- To unlock all objects in the Park Editor mode, try pressing **U, L, D, R, D, U, U, D, R, R, B**.
- To unlock all the themes in the Park Editor mode, press **U, L, D, R, D, U, D, R, L, L, B**.
- For all these codes a noise will sound if you did it correctly.

BATMAN: VENGEANCE

- Enter the following codes on the menu screen to access all your Batman special features:
- **For all the full-motion video clips:** L, L, X, X, Y, Y, X, L.
- **For infinite Batarangs:** L, R, Y, X
- **To tool up with infinite weapons:** Y, X, Y, X ,L, R, L, R.
- **To play as Bruce in disguise:** L, R, R, L, R, R, L, R, L, R, R, L, R, L (then hold down L when selecting a level).
- **To unlock The Joker,** use the password JOKER4LIFE.

Got a great cheat code? Grab a biro, stick it down onto the form below and send it into us. Remember, if your entry is good enough you could nab yourself a new GC game…



YOUR TOP TIPS Share the knowledge and bag yourself a prize…

Found an interesting cheat, tip, secret or quirky thing in one of your games? Then send it into us immediately! Each month we'll stick the best into our new Readers' Tips section, starting in our August issue. In return, if your tip is the number one readers tip we'll send you a Gamecube game of your choice. Sound good? Then don't hesitate – do it!

HERE'S MY TOP TIP…

IT'S FOR

AND THIS IS HOW IT WORKS

Name ....

Address ....

Postcode ....

Send to:
TIPS EXTRA, **NGC**, 30 Monmouth Street, Bath, BA1 2BW, or e-mail ngc@futurenet.co.uk

If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.


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Yep, our I'm The Best leagues are the best gaming leagues in the land – we invented this kind of thing over five years ago, remember, and we've never been bettered at it – and now we've reached the next *next* generation, we're asking you to take up the challenge once again.

So, without further ado, welcome to Gamecube I'm The Best.

Yep, it's all well and good talking the talk, but can you walk the walk? Can you stride into the echelons of the true gaming elite? Can you hang with your peers in our gaming hall of fame? You *can*? Well, you know the drill by now: play the games until your skills are suitably honed, cross-reference your performance against the challenges we've set you across the page, document your results via video or photo, then send 'em in. Once we've got your times and achievements, we'll start going through them one… by… one… and get the leagues up and running. It gets competitive, mind, so the faint of heart should think twice before turning up. But do it anyway.

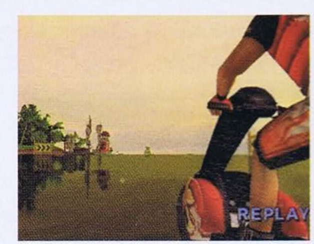
And, anyway, you might even find yourself pleasantly surprised…

1 STAR PERFORMANCE



2 Many are called but only a few are chosen. Well, one to be exact.

You see, each month we'll be scouring every single I'm The Best entry to uncover the one true gaming thoroughbred out there. We'll be looking for gob-droppingly amazing feats of gaming excellence. We're talking about the type of Gs on *Luigi's Mansion* that will make the world wonder whether you've done anything else all month. We're thinking *Wave Race* scores that make **NGC** readers think you've found some super-scoring secret trick. We're talking accuracy ratings on *Rogue Leader* that convince everyone that you're in possession of real Jedi powers. And the reward? One official Gamecube controller and – more importantly – a beautifully-rendered heirloom-quality certificate to commemorate the event. Can't say fairer than that.






3 HOW TO PROVE YOUR ACHIEVEMENT

When sending us evidence of your gaming achievements, it's useful to follow these steps…

PHOTOGRAPHS

If you're sending us photographic evidence:

1. Turn off the camera's flash (or cover it up) to prevent it from reflecting off the screen.
2. Make sure there's absolutely no sunlight coming into the room.
3. Use a fast film (a 200 or 400 ASA).
4. If you're using a digicam then use a slower shutter speed.
5. Point at the screen and click away.

PLEASE NOTE: In the past we've had experience of certain scamps 'fiddling' with their photographic evidence, so this time round we're being extra-specially (is that right?) careful. We would, in fact, welcome video evidence over photographic evidence. If, however, you can only send photos, be warned: any doubts over the legality of your entry will lead to instant disqualification, and jeering. Harsh but fair, we feel.

VIDEO

If you're going to be sending us the evidence that comes on a tape, follow these instructions carefully:

1. Plug the TV lead from the Gamecube into the Signal In socket of your video.
2. Connect the Signal Out socket on your video to your TV.
3. Once everything is switched on, find a spare channel on the video and search for the signal.
4. After completing and recording the challenge, send us the tape (rewound back to the beginning if you please).

NGC YOUR BEST PERFORMANCE

4 HERE'S MY BEST PERFORMANCE…

LUIGI'S MANSION
Total number of Gs ....
Time taken to beat final boss ....
....

WAVE RACE: BLUE STORM
Aspen Lake best race time ....
Lost Temple Lagoon stunt score ....
Southern Island lap time ....

ROGUE LEADER
Battle of Endor kills ....
Death Star Attack accuracy ....
Star Destroyer fastest time ....

TONY HAWK'S 3
The Foundry highest score ....
Canada highest trick combo ....
Rio highest score ....

SONIC 2
Juggernaut Level number of rings ....
Escape from the Military Base best time ....
....

CRAZY TAXI
Ten Minute Mode most money ....
Crazy Jump longest jump ....
Crazy Drift combo ....

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If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

I'M THE BEST

We want scores! Help us fill this page with sheer gaming skill...

LUIGI'S MANSION



Hey, it ain't *Mario Sunshine*, but *Luigi's Mansion* offers levels of enjoyment on a par with Kylie at the Brits. It also deals itself in with massive scope for challenges. So, here's a couple to get you started...

- See how many Gs you can notch up at the end of the game.
- See how long it takes you to dispose of the final boss.

We'll need cast-iron proof of both of these in either photographic or video form – and for the boss encounter, we'll only actually accept videos. Take a look over at the previous page for tips on how to record your triumphs.

WAVE RACE: BLUE STORM





Whaddagame this is. We want to see:

- Your best race time on Aspen Lake in easy mode.
- Your best stunt score on Lost Temple Lagoon.
- Your best lap time on Southern Island.

Fancy it? Again, we'll need cast-iron proof of your achievements – video is our choice medium, although we may also accept some photographic evidence as long as it hasn't been 'altered'.

STAR WARS: ROGUE LEADER

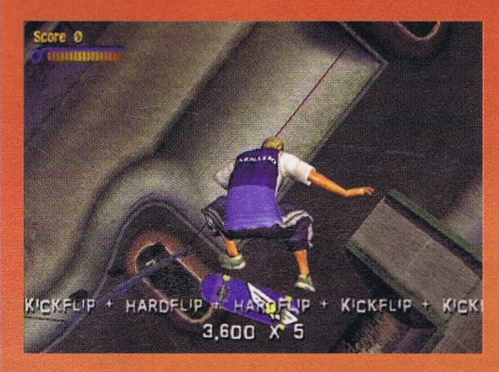


Star Wars. It's the best of things. Except for The Phantom Menace, which was pure, unadulterated crud. You're just bound to have this welded to your GC's disc tray come launch day, so we want the following:

- Most kills on Battle on Endor (remember, you must achieve a minimum of a Bronze medal).
- Highest accuracy on Death Star Attack.
- Fastest time achieved taking out the Star Destroyer in Razor Rendezvous.

Hey! Travelling through hyperspace ain't like dustin' crops, boy. Erm, whatever relevance that has to anything.

TONY HAWK'S 3



Yeah, yeah, yeah, we all think we can recite the rule book when it comes to grinding, ollying and spunky-twallying, but just how good are you really at skateboarding Hawk-style? What's your:

- Highest point score on The Foundry.
- Highest trick combo on the Canada level.
- Highest score on the Rio level.

Remember, Tony Hawk's 3 is blinkin' hard, so you'll need to put in the hours – once you have, get us your proof of the end screen in either photographic or, preferably, videographic form. Ta very much.

SONIC ADVENTURE 2

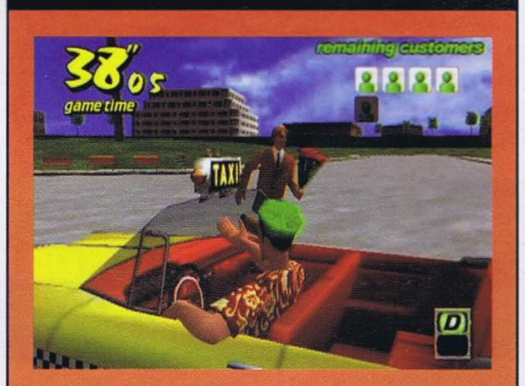


Sega's spiky superhog didn't amaze us nearly as much as we would have liked, but his sequel lends itself very nicely indeed to I'm The Best. So, we'd like you to investigate further:

- How many rings you can clock up at the end of the Juggernaut level (the very first one).
- What time you can notch up on Escape from the Military Base.

Only the fastest need apply for this challenge. And we'll need video evidence for both of these beauties, too.

CRAZY TAXI



Okay, so it might be a bit on the ancient side by now, but it's still great fun and about as ripe for challenging as any launch game out there. Which means we want you to see:

- How much money you can nab in the Ten Minute Mode.
- What your longest jump is in Crazy Jump.
- What your highest Crazy Drift combo is.

For this one, we'll accept photographic or video evidence, but we won't accept 'fiddled-with' photos – yeah, you know who you are – and we won't accept bribes, either. Well, it depends how much you're offering. But probably not.

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'Waiting fuels'

Your interview with Shigsy in issue 66 was blinding. The man has such an enlightened attitude to gaming. I've been desperately waiting for the arrival here of Gamecube – and its games – for months, and – contrary to what I've always thought before – this waiting fuels much of what is great about gaming. See, everyone always thinks the waiting is a negative thing but Shigsy made me realise that I actually enjoy the wait and the anticipation when he said, "…talking about games is part of the gameplay these days." I've realised the time spent reading about games and topics, the debates that go on, and chatting to mates about them is as much a part of it as actually playing the games.

Paul Harries, Aberystwyth

You're spot on about the anticipation thing, Paul. As for Shigsy – well, the guy's been proved right in just about every observation he's ever made about the industry, he's got a great sense of humour, helps us forgive The Big N when they're being rubbish, he even handed out Pikmin toys when we saw him. **Ed**



△ **Pokémon 5. Mindless violence and gratuitous nudity are unlikely to play a part. Although, you never know.**

'Don't get'

www.pokemon2002.jp/html/movie/trailer2_s.html – that's the link you'll be wanting for the fifth Pokémon movie, which is out in Japan in the summer. You can spot three new Pokémon including a baby Wobuffet and, at the end of the trailer, it sounds like they mention *Pokémon Advance*. I don't 'get' Japanese, but maybe they announce the date for the new Pokémon game aswell. Maybe.

Eskil Vestre, Norway

We don't 'get' it either, but what we do know is that it doesn't mention Pokémon Advance, *but a new-style* Game Boy Advance *that's going to be released to tie in with the movie. The film looks a bit, well…* rubbish *too. Especially that bit where they're racing down hills on cardboard.* **Ed**



△ **Unlike the N64, Gamecube'll give you the best of both worlds – originals *and* multi-platformers. Nicely.**

'Dangerous'

Having studied this for quite a while, I've noticed that every console (Gamecube, PS2 and Xbox) seem to have a lot of the same games. Obviously, games made by Nintendo are Gamecube-only, but games like *Crazy Taxi, Tony Hawk's 3, Dave Mirra Freestyle BMX, SSX Tricky,* even *Turok Evolution,* are exactly the same game, regardless of the system. Isn't this dangerous? Wasn't that the best bit of the N64 – that we got exclusives?

Gianni Spagnoli, via email

We agree with you – it would be nice to have a few more format exclusives, and in that regard, we were very lucky on N64. But the N64 failed to impress the mass market enough, and doing that and being successful often means having more games even if, perhaps, the quality is slightly lessened as a result. It also, inevitably, means more sequels and multi-platform releases, and if we have to put up with a little of that in order for Gamecube to give PlayStation 2 a good kick up the jacksie, then we will. **Ed**

Bonus Letters

How old is Link anyway?
Ross Arnott, via email

Old. **Ed**

It's really good to see Kittsy's back.
Richard Dilks, via email

Yeah, we see quite a lot of Kittsy's back. Especially when he's hunched over a bloody corpse. **Ed**

I don't mean to grumble.
Tom Smith, Malvern

We can see a 'but' coming on here. **Ed**

Knowing Nintendo, I tend to suspect this will be highly unlikely.
Richard Nelson, via email

No, don't be so harsh on them. It depends if they… yeah, alright then. **Ed**



△ **Suburban Tribe. Finland's finest, apparently. Didn't that nutball at the front used to be in Thundercats?**

'Check it'

Did you guys know that Finnish rock group Suburban Tribe did a song called Perfect Dark? You can check it out at their website www.surburbantribe.com. One for Nintendo's lawyers to get interested in perhaps?

Wille Karhunen, Finland

Well, we've already spoken to them about suing Geraint for coming from Wales, so another name on the list shouldn't make too much difference. **Ed**

TXTUS

New text service! Send your messages to 86188 - and we'll email you back! Simply start every txt message with NGC_

'Soon'

Are you going to start a website soon?

Patrick, Galway

Indeed we are. Keep 'em peeled. **Ed**

'Malicious'

You asked us in Ideas Factory whether Nintendo view Europe with a deep, malicious hatred? I say, yes.

Joe Bayley, via email

Just as we suspected. **Ed**



HONOURABLE MENTIONS

Thanks to everyone else who wrote, emailed and texted us this month.

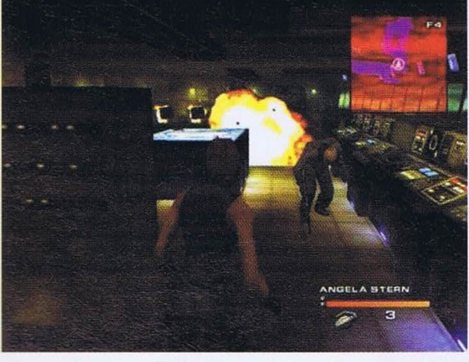
You included: Simon Pollard, via email; Simon Tainst, Bolton; Toge, via email; Michael Grant, Staines; Jamie Waterhouse, via email; Gary Carsley, London; Stuart Mowton, Truro; Simon Lynhorne, Bristol; Yardley Michaels, via email; Joe Lewis, via email; Sam, Leicester; David White, via email; Joe Lewis, via email; Neville Divwalla, London; Arran Mountford, via email; Rob 'Where's my Panasonic Gamecube?' Yeo, via email; Ashley (sigh) 'Where's my Panasonic Gamecube?' Hetherington, via email; Gary Roberts, via email; Anthony Love, Reading; William Tratter, Swindon; Maurice Slofstra, Holland; Nicky, via email; Simon Martin, Cambridge; Robert Zweesloot, via email; Steve,

Gamecube originals, Finnish rock groups and Fox McCloud's gun.

Eggman's the name. Or Dr Robotnik. Or Sheila.



△ *Crazy Taxi 2* is one Sega game that's a guaranteed starter for Gamecube. Wait and see.



△ *Headhunter* on PS2. Pretty good, we've got to admit, but we'd rather see *Jet Set Radio* ta very much.

TXTUS
It only costs 25p per text! And from next issue we'll be starting text-only competitions – so get texting us at 81688.



△ *Jet Set Radio Future.* It's got Gamecube written all over it and yet it's on the Xbox. More fool, Sega.

'Eggman'

See, here's the problem: Sega have revealed a stack of promising or already proven games for Xbox (*House of the Dead 3, Gun Valkyre, Jet Set Radio Future, Shenmue 2* and maybe even the entire *Shenmue* series), while PS2 is getting some of its best ports (including Headhunter and *Crazy Taxi 2*). Gamecube? Gamecube gets lumbered with their sports sims, a good but overrated *Sonic* game, and the years-old *Crazy Taxi*. Of all the consoles, *surely* Gamecube must be best suited to games such as *Jet Set Radio* and *Crazy Taxi 2*, real Japanese-ey games, and even *House of the Dead* in the light of *Resident Evil* being a GC-exclusive now. And if Sonic really *is* as good as it's going to get for us, why couldn't they have done something new and original with it – set it in a fully 3D world like *Mario 64*, perhaps, or have some sort of *Jet Force Gemini*-style team play with Sonic, Knuckles, Tails, Rogue and Shadow taking on Dr Eggman in a fight to the death. That'd be nice.
David Townrow, via email

Couldn't agree more. How Sega decide what game goes to what console we're not sure, but we do know that so far, their Gamecube output hasn't been the best.* Monkey Ball *was largely great – but not problem-free – while* Sonic *was above average and* Virtua Striker *utterly hopeless. We did hear that* Crazy Taxi 2 *was coming to Gamecube, but it's all gone quiet since. Presumably Microsoft must have thrown cash Sega's way in order to secure* Shenmue *and* Jet Set*, as the console has sold about three units in Japan so, on release over there,* Shenmue *and* Jet Set *will do likewise. With that in mind, don't discount a change of allegiance in the future. Ed

Bonus Letters

Quite a coincidence.
Andrew Henderson-Begg, Norfolk
Almost… too much. Ed

Tim, your P45 is waiting for you in reception.
Nick Waye, Stoke
It was on my desk actually. Ed

Please tell me they're miserable, pathetic fools.
Tom Harnett, via email
They certainly are. (Er, who we talking about?) Ed

Is it just one of four monkeys?
Paul Oldfield, Widnes
Uh, yes. Ed

Am I the only one in the world that hasn't gone crazy?
Peter Hignett, via email
Or maybe we're the one's that are sane. Bwahahaha. Cough. Ed

Does Yamauchi *really* use an iBook?
Robina Store, via email
Yep. He's a hip and trendy guy. Ed

text; Malcolm Z, text; Steve Bromley, via email, Harri Thomas, Wales; Reece, via email; Marvin Challinor, Stoke-on-Trent; Nick Smith, via email; Mike 'Sparkster' Gowland, Southampton; Gaz Hughes, Nottingham; Oliver Deschamps, Kingston-upon-Thames

BOO!

'Garcia'

While watching the rather good Ocean's Eleven at my local cinema, I noted Andy Garcia said: 'I would do anything for the NGC'. Perhaps you could use him in a shameless promotional stunt.
Joe Ormrod, Blackpool

Mmm, I can see that working. Ed

'Gun'

Have you guys ever had a really good look at Fox McCloud's gun? If you have, you will have already noticed that he's carrying around a 9mm Beretta with some, er, thing under the barrel.
Sami Koivunen, Finland

Thanks for that, psycho. You might want to have a chat with Jud, though. He's a 'gun nut' and reckons it's nothing like a Beretta. This one'll run. Ed



CORRECTION CORNER

Make us cry with our staggeringly huge oversights…

In your UK launch special in issue 66, you had a caption on a *Rogue Leader* screenshot that said it was from the first Death Star mission when, in fact, it's from the last, Strike at the Core. Being the experts that you are, you surely should have spotted the Millennium Falcon there.
Cusser, via email

Oh, yeah, that. Thought you'd like that. Ahem. Ed

In NGC/65 you said on the first page that the April issue would be out on 14th March but in the two pages of the *Turok Evolution* compo you said it was out on 12th March.
David Allan, via email

Our dates 'evolved'. I mean, devolved? I… oh, whatever. Ed

Grintendo!

Every month, we'll test your jokes on a famous celebrity. If they give it the thumbs up, you win a game of your choice. Deal?
THIS MONTH: Andrew Van Vleck from Manchester...

WRITE TO... MAILBOX NGC 30 MONMOUTH STREET BATH BA1 2BW OR EMAIL NGC@FUTURENET.CO.UK

NGC SPECIAL GUEST GUNNERY SERGEANT HARTMAN



△ Gamecube memory cards are nowhere near as pricey as the N64 ones.

'Surprised'

After reading your feature in issue 66 about the cheapest place to get a Gamecube, I had a quick look on www.amazon.co.uk and was surprised to see memory cards selling for fifteen quid! Not bad when you consider official N64 paks were anywhere between £25 and £30. Nice, Nintendo.
Ed Wilkins, Reading

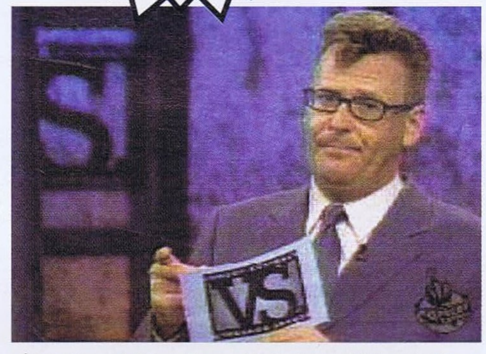
Yep, Nintendo sure have thought of just about everything when it comes to Gamecube's European launch. Well, just about most things. Well, some things. Well, a few things. Well, just the memory cards, to be honest. Ed

'Weird use'

Have I missed something? What's this weird use of the word 'beast' that I keep seeing floating around in your otherwise grammatically decent publication? What the hell does it mean? Explain yourselves!
Alun MacRae, via email

To be honest, we're not entirely sure. Someone texted us a while back saying that the magazine was – and I quote – 'Beast. Well beast'. We liked the sound of it, so we nicked it. As Greener rightly pointed out before he left, we're in the dwang if 'beast' means 'rubbish'. Which it doesn't. Obviously. Ed

TXTUS
Remember, when you txt us, stick NGC_ at the beginning of your message - that way we know it's definitely for us.



△ The 'superb' Greg Proops 'doing' some 'jokes'. Let's clear this up: we NEVER said we were fans. Uh, did we?

'Proops'

Greg Proops is superb! He did the voices in *Episode I Racer* as well as having a small part in the film. Whose Line is it Anyway is the best show ever. I never knew you lot were fans.
Chris Bartlett, via email

Is this some sort of joke? Ed

'Countryfile'

I was bored. I turned on the TV. I was amazed. There was this programme called Countryfile on TV – you may be familiar with it – and a guy was suspended in a marquee type-thing in what appeared to be some sort of giant hang-glider apparatus. He had some goggles on and was playing – get this! – *Pilotwings 64*! A Nintendo classic recreated with the actual hang-glider toing and froing to emulate flight. Ain't that something? I was impressed to say the least, and wouldn't have minded one in my living room. I'd imagine, though, that it's quite expensive. Oh yeah, before I go I'd just like to say AAARGH! There. See, Gamecube comes out on 3rd May – my birthday, funnily enough – but I can't get one because I'm taking my exams. The irony is horrendous!
Alberto Sponge, via email

Uh, horrendous, yeah. Amusing story, mind. No wonder Craven doesn't want to do Newsround. Ed

'Spelled'

I've noticed how text messages aren't very well spelled.
Gary Horley, Salford

Good to see you're on the ball. Ed

SO TELL ME THIS...

Gaming queries answered by the Mother Brain. Or, erm, Tim.

Any chance of *Shadowman 2econd Coming*, er, coming out on the Gamecube?
Michael Owen, via email

Not sure. It's definitely not a no-go given the games history on N64, but it received a lukewarm reception on PS2 so, unless it does extremely well sales-wise, we wouldn't count on it.

1. When is *The Simpsons Road Rage* coming to the UK?
2. Is there going to be a *Smash Bros* game coming out on GBA?
Aamir Ilyas, via email

1 It's an EA game and, as with anything EA-related, nothing's quite as simple as it seems. We'd suggest later in the year but, with SSX Tricky disappearing into some sort of Quantum Leap-style vacuum, we could yet see Road Rage doing the same. You're not really missing that much, anyway.
2. Don't write it off. We'd like to see some sort of compatibility between the GC version and the GBA one – if there's going to be one – but, alas, maybe for the next GC Smash Bros.

What's the likelihood of more Star Wars games, like *Jedi Knight* or *Force Commander*?
Liam O'Kelly, via email

Those two are unlikely. Others, definitely. Star Wars Racer Revenge – the follow-up to Star Wars Racer on N64 – is winding its way across from PS2 (in pretty unimpressive form), but better news is that Bounty Hunter, a 3D-ish adventure based around Boba Fett's dad Jango is confirmed and in development. We'll play it at May's E3 games show in LA, and report back.

I'm all for *Super Smash Bros* on Gamecube, in fact, I love it. But will we ever see another *Street Fighter* game on a Nintendo machine again. I mean, it's one of the greatest beat-'em-ups of all time and it would be great on Gamecube. Who, after all, could forget Ken and Ryu? WHO!?
Sukhraj Singh, via email

Who indeed? Geraint couldn't agree more, by the way, as he's a big fan of Street Fighter. Word on the street isn't too good, with spies telling us nothing is likely to be announced in the near future. However, don't rule it out, seeing as Capcom and Ninty are best buddies these days.

1. What's the chance of *Virtua Fighter 4* getting a GC release?
2. Will *Soul Calibur* feature a four-player tag mode like the excellent *Dead or Alive 3*?
3. When will *Skies of Arcadia* see the light of day in the UK?
Hugo, London

1. M-m-m-aybe. Don't rule it out.
2. No, but it's likely to include smashable arenas, that were pioneered by the DoA series.
3. Strange one, this. It was announced by Sega yonks ago but it's disappeared off their release schedules. Now it's very much back on with Sega promising an unveiling at this year's E3 show. Should be exciting stuff.

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TESTS SHOW 8 OUT OF 10 PLUMBERS PREFER

Check it out! **52** GBA games reviewed!

HE'S BACK!
Stonking review and *huge* 23-page playing guide for *Super Mario Advance 2*

IT'S-A ME MARIO!

WAR IS SWELL!
Find out why *Advance Wars* is the best Game

SUPER SONIC!
He's blue… he's spiky… he's on your GBA! We take *Sonic Advance* out for a spin!

future publishing
Media with passion





SO ARE THESE!

YOUR NEW GAMECUBE

So you're finally the beaming owner of Nintendo's best-ever console. But how does it work, and what does it do? NGC reveals all…

START / PAUSE



BUYING A CUBE

Whaddayamean you haven't bought your Cube yet? We give you the lowdown on the best deals for your money on page 110.

STARTING UP

Memory card need managing? Screen need shifting? Clock need altering? Gamecube's menu system explored on page 111.

HOW IT WORKS

It's not magic and moondust that makes Gamecube work, but half a kilo of cold, hard metal. See page 112 for more.

THE CONTROLLER

The company that invented the joypad have fashioned another ground-breaking game controller. Flick to page 113 for the details.

THE DISCS

Read up on those impossibly cute discs on page 114.

THE FUTURE

Find out what all those oddly-shaped holes on Gamecube's bottom are for on page 115.

BUYING A GAMECUBE

Wha-? You haven't got your Gamecube yet? You'll be wanting the best high-street deals, then…

STOP PRESS! Two seconds before we sent these pages to press, Nintendo announced Gamecube's new £129 price tag. That means some of these prices will be wrong – for an estimate of the new prices, take off £40!





BEST MID-RANGE BUNDLE

Save £95! A purple Gamecube, three games (*Luigi's Mansion, Crazy Taxi* and *Dave Mirra 2*), a steering wheel, memory card and extra pad for £290 from Toys 'R' Us.

OTHER DEALS

Save £35 GC, *Luigi*, *Crazy Taxi*, memory card at Toys 'R' Us for £260.

Save £15 GC, *Sonic*, *Rogue Leader*, memory card at EB for £250. Save £10 GC, *FIFA*, extra pad, memory card at EB for £235.

Save £10 GC, two games, extra pad, memory card at Dixons for £285.

BEST BUDGET BUNDLE

Save £10! A purple Gamecube and *Luigi's Mansion*, yours for just £200 from Toys 'R' Us. The essential memory card should only cost you another tenner on top of that.

OTHER DEALS

Save £5 Gamecube, *Luigi*, memory card at Electronics Boutique for £215.

Save £5 Gamecube, *Rogue Leader*, memory card at Electronics Boutique for £220.

Save £5 Gamecube, any game, extra pad at Dixons for £235.

BEST TOP-RANGE BUNDLE

Save £100+! Your purple Gamecube, four games (*Luigi's Mansion, Crazy Taxi, Legends of Wrestling, Dave Mirra 2*), a TFT screen and adaptor, memory card and extra pad for just £350 at Toys 'R' Us. Thanks Geoffrey!

OTHER DEALS

Save £75 GC, *Luigi's Mansion, Rogue Leader, Wave Race, Legends of Wrestling, Dave Mirra 2* and an extra pad at Toys 'R' Us for £320.

Save £10 GC, three games, two extra pads, memory card at Dixons for £350.

AND THE REST…
As we went to press, these retailers hadn't settled on the composition of any Gamecube bundles, but had hinted at stocking Gamecube itself for around £150. Extra pads should be £25-odd, and games will be £40 or thereabouts (except *Rogue Leader*, which clocks in at £45 for no apparent reason).

CUBE CLASSIFIED
Gamecube's old Project: Dolphin codename hasn't been totally abandoned – the expensive Gamecube development kits owned by game designers feature a cute Dolphin logo.

By default, 3D objects are stored and read in S3TC format on a disc – a compression system that squeezes data so hard, six times the usual amount of graphics can be stored on a disc.



NINTENDO SAYS...

"Splash and Flipper were named to create the image of a dolphin, and Gekko is Japanese for 'moonlight'. If you can picture the moon, and then a dolphin splashing under it, then it's simple to remember the basic system board design."
Satoru Iwata, Nintendo

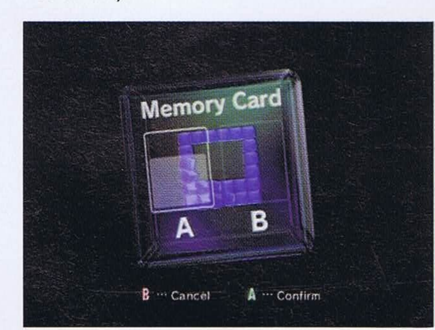
STARTING UP

So what happens when you kickstart your brand-new piece of purple-shaded kit? We show you the ins and outs of Gamecube's menus...



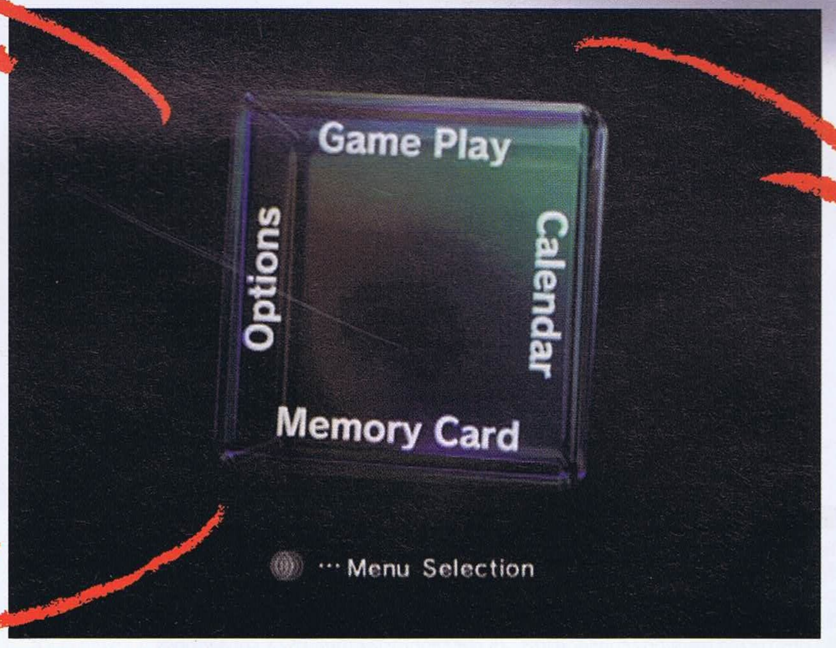
SOUND/SCREEN MENU

Switch between Stereo and Mono sound, shift the screen left and right for temperamental TVs, and change the language. Sprechen sie Deutsch anyone?



MEMORY CARD MENU

The bottom face of the cubular menu provides a handy guide to how full your memory cards are, while the Card Manager screen itself allows you to copy and delete save games – and check up on what date and level you last saved.



THE MENU SYSTEM

Like PlayStation 2, Gamecube has a start-up sequence worth the entrance fee by itself. Accompanied by a cartoony blinky-blop, the G unfurls in cubic form and, if you've got no disc in, shoots along to this menu system.



DISC MENU

Straightforward stuff – insert a disc to rid the screen of the circle full of cubes then press the Start/Pause button to play. Lazy developers won't bother programming a message for you here – although friendlier ones might take the opportunity to offer you a quick tip or secret here. Something like, "Morning spanner!"

THE INSIDES

You'd have to be a fool to take a screwdriver to your Gamecube and risk permanently knackering your new bit of gaming kit. So content yourself with peering at our naked console instead…

MAIN MEMORY

Dubbed Splash, this consists of two blocks of 12Mb, creating a whopping 24Mb total. This is 1T-SRAM – extra-compact, super-quick memory that's Gamecube's main strength.

A-MEMORY

16Mb of memory dedicated to Flipper, giving Gamecube a grand total of around 40Mb – plenty to store lots of game and graphics.



FLIPPER

Designed by: ATi

Gamecube's graphics chip, so called because it's 'faster than lightning' – a canny reference to Gamecube's original Project: Dolphin moniker, see.

- *Tons of built-in special visual effects, including bump-mapping, shadowing and cel shading.*
- *Huge slab of built-in memory gets shapes and textures to the TV fast.*
- *Draws 162 million things every second – that's 15 million more than PS2.*

SOUND CHIP

Designed by: Macronix, Factor 5

Piggybacking Flipper, this is the little fella responsible for churning out two channels of tip-top audio.

- *Capable of Dolby Pro Logic II Surround Sound, as* Rogue Leader *proves.*
- *Ability to suck pre-recorded tracks straight off the disc.*
- *An estimated maximum of 100 voices playing simultaneously.*

GEKKO

Designed by: IBM

The motherlode. Gekko is the 'Main Processing Unit' – Gamecube's brain – although in practice Flipper takes much of the heat off it.

- *A customized, game-centric version of the PowerPC chip in Apple Macs.*
- *Constructed from tiny copper wires, 25 per cent faster than PS2's copper ones.*
- *Works so fast it threatens to burn up – hence Gamecube's built-in fan.*



TOPS OFF

Don't worry about lifting GC's lid mid-game – you'll be gently prompted to shut it again, and the game will kick off from where it was interrupted. Nifty!

CLOCKING ON

The game worlds of many titles – including **Rogue Leader** ***and*** **Animal Forest +** ***– change to reflect the season or time of day. Nice one!***

CUBE CLASSIFIED

Pressing B, X and Start for around two seconds in most games will reset Gamecube – saving you having to haul yourself off the sofa to tap the reset button proper.

CUBE CLASSIFIED

Hold the Z button as you turn Gamecube on and you'll hear the usual orchestral scale – only it's replaced with the sound of monkeys and giggling babies. Odd? Yes.



TAKEN APART

After failing to conquer Wave Race's Strongwater Keep for the umpteenth time, Kittsy took his 'special hammer' to this joypad. Here's the result for the less squeamish of you…



PAD OF THE PAST

The first revision of Gamecube's joypad – unveiled in August 2000 – featured longer handles, a smaller C-stick, and a bean-shaped B button, before Shigeru Miyamoto set about changing things.



THE JOYPAD

Nintendo invented the D-pad, the shoulder button, the analogue thumbstick and the rumble function – and now they're back with a two-pronged wonder you only have to touch to fall in love with.

■ *GC can recognise how hard the L and R buttons are being pushed, which is handy for graduated acceleration in racing games like* Burnout. *L and R also feature a 'digital click' – press all the way, and they click down, effectively giving you two extra buttons.*

■ *No need to plug in a Rumble Pak, because a powerful rumbling motor is built in. Brrrrrrrrr!*

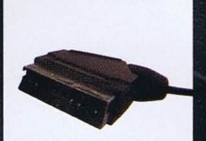
■ *The Z button's been criticised for its tricky positioning, but it's intended as an extra option button rather than an N64-style Z-trigger.*

FUTURE SHOCKS

The Wavebird: Nintendo's ground-breaking wireless controller that will put an end to tripping over a mess of black spaghetti. Plug the receiver into the joypad port, switch to one of four frequencies (so the Cube can distinguish between four different joypads), and – voila – wire-free gaming. It works up to ten metres away, and uses radio waves that, unlike infra-red, isn't obstructed by passing cats. No Euro release date yet, but it's out in the US on 24th June for a tidy $39.95 (£28).

GAMECUBE AT ITS BEST

Bin your portable telly and see and hear Gamecube games as they should be seen and heard.





VISUALS

■ **RGB SCART**
Don't get this confused with the SCART adaptor in Gamecube's box (similar to the one above) – you'll need to buy a proper RGB SCART cable separately. But it's worth it. RGB has a supremely crisp picture, and allows you to play in the faster 60Hz mode.

■ **S-VIDEO**
Much better than composite, but not as common a connection as SCART on your modern TVs.

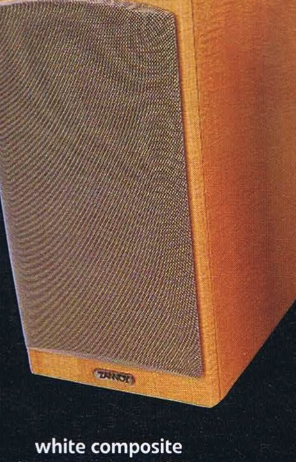
■ **RF ADAPTOR**
A last resort. Plugs into the telly's aerial socket for a picture so bad you'll cry real tears.

SOUNDS

■ **DOLBY DECODER**
An amplifier with a built-in Dolby Pro Logic Decoder – which is most amps these days – will recognise and output the atmospheric Dolby Surround Sound built into *Luigi's Mansion* and the like. You'll need at least three speakers for this, too – left, right and rear.

■ **HI-FI**
If you can't afford a proper amp and a trio of speakers, plug the red and white composite leads into the CD-in socket of, say, a Hi-Fi for cleaner sounds.

■ **HEADPHONES**
Even a simple pair of cans plugged into your telly will bring games to audio life.





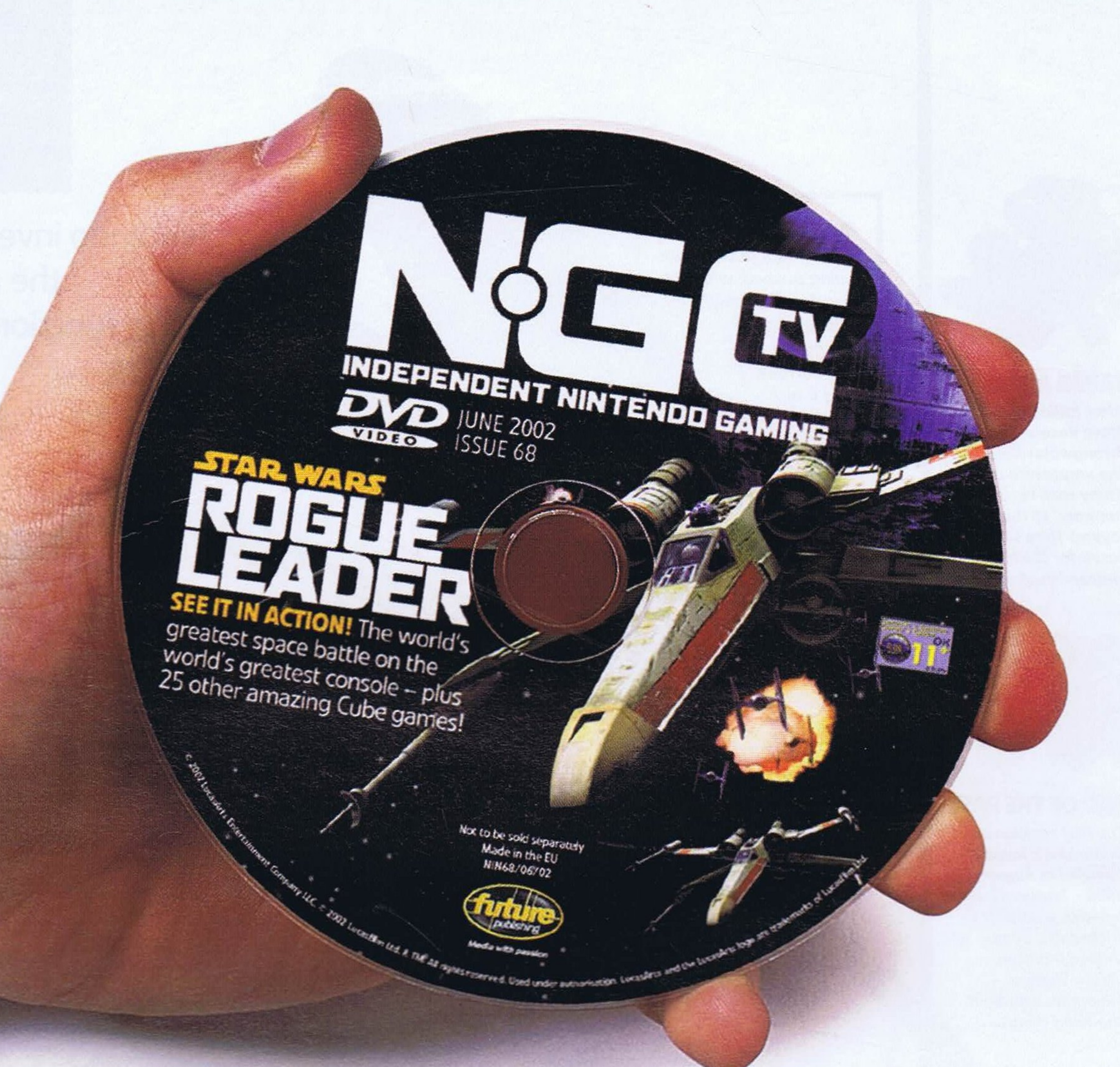
DOLBY SURROUND PRO LOGIC II

FUTURE SHOCKS

There might be a proper high-quality Digital Audio lead for Gamecube in future, because FMV sucked straight off a disc can theoretically feature Dolby Digital 5.1 soundtracks.

THE DISC

So wee! Co-developed by Nintendo and Panasonic, Gamecube's disc is just 8cm wide – not much bigger than one of Tetley's round tea bags



FUTURE SHOCKS

It's likely developers will use 'multi-layering' in future – the same system DVDs use to squeeze increasing amounts of stuff on. And will a future Game Boy system run on similar 8cm-wide circles of fun? Wait and see…



IN THE BOX

Plugging the red and white composite cables into your TV is all very well, but those tinny speakers just aren't up to the job of reproducing Gamecube's CD-quality audio. With the right cables, you can blast your cat clean across the room every time a TIE Fighter explodes.

Tucked inside the standard Gamecube package is also a composite lead with a SCART adaptor. If your telly features just three composite sockets and nothing else, you'll have to make do with the fuzzy picture this lead produces – but most modern TVs have the capacity to do much, much better.

- *The 1.5 Gigabytes of data on here is equivalent to 50 of the biggest N64 carts.*
- *Because of the miniscule dimensions, the laser inside Gamecube that reads the disc hasn't got far to travel – which means load times of no longer than a couple of seconds.*
- *Nintendo switched to discs ultra-fearful of pirates finding a way to duplicate Gamecube games. A magnifying glass reveals a microscopic ring of notches: this is the proprietary anti-piracy system developed by Panasonic. If the Cube doesn't find this data on the disc, then it won't play ball.*



THE MEMORY CARD

You can't save data on discs like you used to with carts – so this sliver of grey plastic is a must.

- *Memory Card 59 they call it, because there's room for 59 save slots. Even with bigger cards, GC only allows a maximum of 127 saves on one card.*
- *There's no time for blinking, either – saving and loading to the memory card takes, on average, half a second.*
- *This metal strip makes contact with a similar one inside the card slot and says hello to Gamecube – so no lengthy 'Searching for Memory Card… found' delays.*
- *There's half a Megabyte of memory stuffed inside the tiny casing, which is enough for around eight games, on average.*

THE FUTURE

Mysterious holes ahoy on Gamecube's base. What are they for?

SHHH!

To keep things simple, you won't see the Memory Card manager during a game. Instead, as in Luigi's Mansion, you're offered three or more save slots, while the game deals with the complicated stuff in the background.

GOING ONLINE

Twin modem adaptors – one 56K, one broadband – which plug into Serial Port 1 were announced back in 2000. Sega's *Phantasy Star Online* is the machine's first online game, scheduled for release in September. Shigsy has also been dropping hints about an online version of *Pikmin*, and there's also been rumblings about using the GC-GBA link-up to facilitate some kind of network gaming. See page 37 for more…

MATURING WITH AGE

Other potential bits and bobs that might help expand GC's horizons.

MOVIE/MUSIC ADAPTOR

We could be buying movies on three-inch discs soon – raising the possibility of playing them in the Cube's own disc tray.

EXPANSION PAK

The Hi-Speed Port could be home to a speed-ramping slab of extra memory for Gamecube – but Flipper designer Greg Buchner has so far denied this.

LINK CABLE

Could we be linking up Gamecubes, Xbox-style, for eight-player deathmatching in the not too distant future?

FUTURE SHOCKS

Nintendo already have a Memory Card 251 on the way with four times the usual capacity, out on the 24th June in the US at $19.95 (£14). Plus, the much-vaunted SD Memory Card Adaptor allows use of Panasonic's high-capacity SD cards, already used in digicams and electronic organisers – so Gamecube can potentially swap data with such devices.



DEAL YOURSELF INTO THE BEST NIGHT IN YOU'LL EVER HAVE, COURTESY OF KONAMI'S...

BIG TV COMPO

WHAT YOU NEED TO DO...

As you'll no doubt be aware, this year's World Cup is being held in Japan and Korea, or Japorea as some wags have dubbed it. You may also be aware that the Far East is a long way away, and that Japan especially is home to the beautifully bizarre, what with its knicker-vending machines and two-hour domino rallies. Okey dokey. So, taking this theme into consideration and then – for no good reason – taking it off in a weird and largely inappropriate direction, what we want you to do is send us a picture of the strangest, weirdest, craziest, most far-off place you've ever had your picture taken with a copy of **NGC**. It could be, for example, in a peat bog in New Zealand, or up a tree in the Serengeti, or on the back of an ostrich, or in a sewer – *we simply don't care.* All we want it to be is weird and stupid and, preferably, funny. The best of the lot wins it all. Oh, and for those unlucky enough not to grab the main prize, we've got 10 copies of *ISS 2* to give away too, which can't be bad.



Everything you need to know about what you could be winning...

Didn't manage to nab yourself a Cube because you forgot to pre-order? *Did* manage to nab yourself a Cube, but have to put up with playing it on a knackered old TV set that starts smoking when the room is the wrong temperature? Been trying to lose weight since Christmas, but really just fancy binging on Wine Gums, Pringles and Coke? Then look no further than **NGC**'s *mammoth* compo.

Yep, thanks to *ISS* developers Konami, we're giving away the ultimate Gamecube night in: a bank-balance shattering combo of TV, Gamecube, food to stuff in your gob *and* copies of one of the best football games ever made, *ISS 2* (reviewed, for your pleasure, back on page 52).

Sound good? Damn straight it does, but because we've become quite attached to the TV (not to say the food), we're not just going to ask you a bunch of sappy questions and then draw a name out of the hat. Oh no. We want you to work a bit harder than that. A *lot* harder. Ahaha. Ahahahahahaha. AHAHAHAHAHAHAHAHA!

Cough.

SEND YOUR STEAMING GOOD ENTRIES INTO THIS ADDRESS:
Send yer photos into: 'Picture perfect', **NGC**, 30 Monmouth Street, Bath, BA1 2BW.

WIN!

AN EARTH-SHATTERINGLY HUGE TV! AND A GAMECUBE, COPIES OF ISS 2 AND STACKS OF BAD-FOR-YOU FOOD...

THE (YAWN) RULES

1. The closing date for all entries is 28th June 2002.
2. Employees of Future Publishing, Konami and Rocket can't enter. Nya nya nya.
3. Only one entry per household. Multiple entries will be dropped into Kittsy's litter tray.
4. The editor's decision will be a thrilling tale of a honeymoon that turns into a nightmare as two innocent people are accused of crimes they didn't commit. It will also be final.
5. There'll be no cash alternative. Not that you'd want it. NOT THAT YOU'D WANT IT.



A once-in-a-lifetime opportunity for the gamer who goes the distance!



PLUS!

STAR WARS GOODIES AND ACCLAIM RUBIK CUBES!

LIGHTSABERS

Use some modicum of The Force and stab your mates with these retractable lightsabers. Nice.

T-SHIRTS

Snazzy Saturday night laydee grabbers that'll guarantee you Geraint-style luuuurve success.

CAPS

Rogue Leader caps up for grabs. A lot of them. The vultures hanging around the **NGC** offices wanted one for themselves. So we hid them in a place so secret we, er, might actually have forgotten where that was. Only joking, of course. Kind of.

POSTERS

Must-have wall hangers that will remind you of how brilliant *Star Wars* is. Forever.

RUBIK CUBES

Take a time-warp to the 80s and have a go on these Acclaim game-branded cranial corkers.

We've got 35 of these beauties to give away and we're going to – to use Jud's favourite word – 'divvy' them up, one prize per entry. So, to clear that up, first 35 names out the hat get a prize each. Simple.

All you have to do is stick your name on a postcard and send it to:

'35? That's my favourite number!', **NGC** magazine, 30 Monmouth Street, The City of Bath, BA1 2BW.

TALK TIME

Want to find out what it's *really* like to work in games development? We give one of GC's top developers an **NGC** mobile and stalk them for a day.



WHO IS... FOO KATAN?

Foo is MD of UK-based studio Bits, the company behind the brilliant Game Boy Color real-time strategy *Warlocked*. Currently he's overseeing the codeshop's big Gamecube shooter, *Die Hard*, and GBA title *Wizards*, a neat little cross between *C&C* and *Cannon Fodder*.

8.57AM

Morning, Foo...
Morning. I've just got out of bed.
Ah, right. Sorry.
I'm not a morning person. I'll probably get into the office by 9:30, maybe ten.
Right. We get it. We'll call you back.

11.24AM

Hello?
Morning, Foo! Er, again. So, what you up to?
Well, this morning's tended to be business and admin stuff – this is how it is most mornings. I'm normally either reading reports, looking at numbers, plans or forecasts.
Straight into things, eh?
Well, the first thing I normally do is check through my emails but I've finished doing that now. At the moment I'm trying to put in calls to people I need to get hold of in the UK and Europe. I start early so if I don't get hold of them, I'll get a call back later in the day.
Sounds a bit of a yawn.
I also get to play games. I would say my time is split 50/50 between working on the games and working on the business. Games are more fun.
Too right. We'd imagine–
Brrrrrrrrr.
Oh.

11.27AM

Hello?
Ah, Foo. We must have got cut... what's going on in the background?
The guys are playing Tekken.
***Tekken*, eh?**
Yeah. We've got the arcade machine here. If I get enough free time, I normally try to sneak in a game or two and show the guys who's king.
Yeah?
Well, I mean I play as the character King. I normally get my ass kicked.
Oh. Wait a sec, the sandwich lady's here. We'll call you back.

2.12PM

Afternoon Foo. What's happening?
I'm looking on the internet, scanning the sites for new info about the industry, who signed what, new game footage, gossip. I love it. You need to love games if you're in the industry.
Ever get tired of it and want to chuck it all in for a hassle-free job down Tesco's?
No! The excitement of coming up with new game concepts and also chewing over other people's ideas and working with teams to bring them to life – that's unique. This job's always surprising.
Don't you ever get narked off?
The only thing that makes me angry is crazy feedback from publishers or licensees. Finishing a game is always tough, with long nights and pressure. The thing that really needs to change is the speed at which new projects get signed or started. It takes forever to get a deal signed nowadays.
Don't like the sound of that long-nights-and-pressure bit.
On average, I'd say I work 50 or 60 hours a week in the office, but as we work with American companies, I tend to be on the phone or on email from home for another 5 to 10 hours a week.
70 hours?! Hope they pay you well.
For the year ending March 2001 I was paid £78,000.
WHAT?
Running a medium-sized developer, you could actually expect to earn anywhere up to 100 grand.
Lost... the... ability... to... spe...

3.31PM

Hello?
Why are you whispering?
I'm in a Die Hard development meeting, talking about our plans.
Oh, sorry. Is it going well?
Very well. It's been very creative.
We'll call you back, yeah?
Give me an hour.

4.34PM

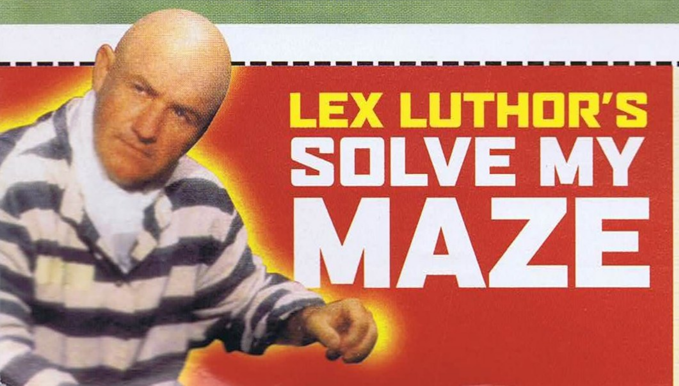
Hello?
Afternoon Foo!
I'm in a management meeting.
Still?
This is a different meeting. I'm sitting with the team leads and project manager.
Give you an hour?
Great.

6.21PM

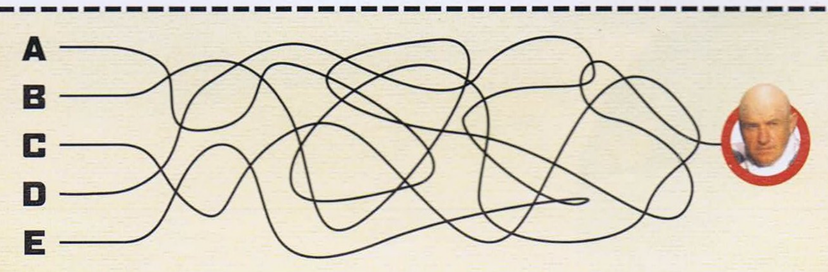
Foo speaking.
Hello Foo. Did you turn off your phone?
Yeah – it's Good Morning America. I've finished up here, but I'm starting to speak to the people I need to in the States. Sometimes the calls can last as long as two hours.
Blimey. So what are you doing now?
Emailing. I'm responding to one of the US calls. If we're finishing a game then we tend to hand over our new builds in the evening to get feedback the next morning from the US.
Been back on the web?
No.
You need to make some more calls?
Right.
Okay. We'll phone you later.

8.48PM

Hello?
You still up?
I'm still in the office.
What are you doing?
I'm hunting the web for any new US news that might be interesting.
Don't you ever go home?
I'll leave here about nine.
So – a relaxing night in front of Footballers' Wives, then?
No. I need to try and get hold of people in the US I couldn't get hold of here.
And then?
And then I'll start prowling the town for tonight's dinner.



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THE EVOLUTION OF...

KAMEK

One minute responsible for being the Mushroom Kingdom's baddest baddie; the next reduced to a bit part in Mario Party 2. The rise and fall of a mad magician...

1 SUPER MARIO WORLD
Appearance: Simply a Koopa Troopa in beer-bottle spectacles and a blue cloak (with telltale shell-shaped hump round the back). Which must mean the rest of the game's Koopas are – ulp – stark naked. **Special move:** Transforming inanimate blocks into living, breathing bad guys with some sparkly multicoloured magic.

2 YOSHI'S ISLAND
Appearance: Dubbed Kamek for the first time ('kame' is Japanese for turtle), and handed a broomstick, a wand, and the sheer gall to mock the innocent one-day-old Mario. **Special move:** Changing baby Bowser's nappies; intercepting the stork carrying Messrs Mario and Luigi; other kinds of fancy magic.

3 SUPER MARIO WORLD (CARTOON)
Appearance: Fat, badly-animated, dubbed 'Weisenheimer' for no discernable reason. Sounds like Danny DeVito, but then so do most of the characters in this low-budget cartoon. Even Peach. **Special move:** Snappy one-liners. "I like it when people... HANG AROUND!" he laughs, after hanging Mario by chains in his basement. Pure comedy genius.



4 SUPER MARIO RPG
Appearance: Odd. Nintendo plainly hadn't yet quite got to grips with lending their 2D characters a 3D sheen, bless 'em. **Special move:** Successfully seeing off Mario's attacks despite his completely opaque glasses. Sporting a perfectly triangular head, if that's anything to go by at all.



5 TETRIS ATTACK
Appearance: As grumpy as ever, with eyebrows raised so high you can see them actually poking through his cloak. Accompanied by sinister spiral-eyed 'Toadies'. **Special move:** Literally leaping up and down on the spot with glee when he wins a Tetris Attack game. What a great sport.

6 MARIO KART 64
Appearance: None. After tearing around the track in early versions of the game (see the pre-release screenshot here), Kamek took a permanent pitstop and was replaced by Wario. **Special move:** Rueing what could have been; booze-fuelled despair; short spell at Betty Ford clinic.



7 PAPER MARIO
Appearance: Female. Kamek is once again shunted out of the limelight, this time by a Dame Edna-ish counterpart wearing the very latest in purple cloaks. Blue is so passé. **Special move:** Stealing the Star Rod, which grants the owner's wishes; failing to use it to actually grant any wishes.



8 MARIO PARTY 2
Appearance: Little more than a face in a box. For ten coins, Kamek changes day into night on the game's Horror Land board. That's showbiz. **Special move:** Continuing his Michael Barrymore-esque fall from grace; heading towards humiliating roles in regional television ads for local double-glazing firms.



SMASH BROS STATUE
In line with his ever-declining career, Kamek suffers the indignity of being one of the only Nintendo characters not to appear in collectible statue form in Super Smash Bros Melee. You've got to feel for him.

BELIEVE IT OR NOT
"Magikoopa did apply for a part in Diddy Kong Racing but was tragically crushed under the wheels of a tractor on his way to the interview. Life is full of these brutal little dramas." rareware.com, 1998

NGC TOP10

GAME SITCOMS
That we've made up.

1. **Oh, Brother!** Home Improvement – but Mario and Luigi are *plumbers*. Ker-ching! Stars Jimmy Smits and Topol.
2. **Who's the Boss?** New series where boss characters such as Ganon out-joke Tony Danza by remaining silent.
3. **Robodad** Mandalorian Madness. Jango tries to tell Boba he's a heartless robot... with hilarious results.
4. **So Haunt Me!** Comeback series of the BBC sitcom, with Luigi and six or seven *really* funny Jewish ghosts. Funny.
5. **2.7564 Children** PR automaton David Gosen wisecracks through this family affair. With Mark Green as his 'son'.
6. **Men Behaving Unexcitedly** Legless bachelor boredom with Rayman and other Ubi Soft characters.
7. **Married with Children Too** Relationship study with Link, Zelda and faceless secondary characters.
8. **Jo Dark's Life** Brilliantly observed social commentary on how hard it is to get a boyfriend when you're ugly.
9. **The Orifice** Comedy with Ricky Gervais and Conker. This week: jokes about poo and wee. Award winning.
10. **Ever Decreasing Circles of Meat** Experimental comedy set inside a whale's belly. Starring Link and Posh Spice.



Your guide to the Gamecube planet's most exotic games.

DOSHIN THE GIANT



FACTS FOR THE TRAVELLER

GETTING THERE: EU residents can contact CA Games on 0141 334 3901.
CURRENCY: ¥6,800 (approx £35).
LANGUAGE: Japanese.
ELECTRICITY: Japanese Gamecubes (100V; 50 Hz) only.
POPULATION: A growth of 36,494 copies as of mid-April.
HEAD OF DEVELOPMENT: Param.
DEVELOPMENT: Giles Goddard.
HEALTH RISKS: None.

From the cultural treasure-house that is Kyoto, a bewitching colossus of a game.

INTRO
Diverse, unusual and bizarre, *Doshin* is the kind of adventure every games traveller should experience. Donning a backpack, GP gives you the guided tour.

HISTORY
Early pioneers brought *Doshin the Giant* to the N64's short-lived disk drive add-on, the 64DD, in 1999. Visiting Doshin's island proved an expensive and tortuously primitive ordeal for travellers, and the 64DD was abandoned soon after. In 2001, a redevelopment programme on the Gamecube platform was kick-started by Kyoto-based Param and ex-pat UK developer Giles '*1080° Snowboarding*' Goddard. The result is a gorgeous, leisurely-paced experience ideal for the more cerebral traveller, which has been favourably compared to the PC world's *Black & White*.

EVENTS
Visitors to the island at any time of year will land themselves in the thick of aiding village-building programmes. The lemon-coloured tourist can find favour with locals by bringing trees to building sites and flattening land – you will be amply rewarded with heart-shaped gifts, 21 of which will see you grow physically in size. Hence, negotiating mountainous terrain is much simpler with legs taller than Mt Fuji.

TRAVEL TIP *Although you can pursue an evil course (becoming "Jashin the Giant"), this is not advised: locals rarely take kindly to being set ablaze by fireballs or watching their house being lobbed into the sea.*

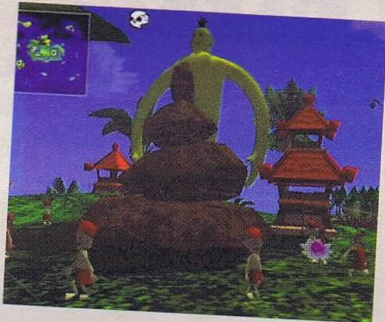
ATTRACTIONS
Although the island is blessed with acres of natural beauty, man-made monuments – built to round off successful villages – are worth seeing.

The most breathtaking statues rely on villagers taking delivery of a pink flower – grown by clustering trees together – during construction, but beware of upsetting natives – they won't be afraid to convey their emotions in their work. The work of villagers who've been denied that all-important flower can also bring their precise feelings about you vividly to life.

CULTURE
Island life, largely free of modern trappings such as electricity, motor vehicles and realistic-looking fish, is simple. Inhabitants do little more than work, eat, sleep, and get squashed like Plasticine under your bus-sized feet.

Meat is the dish of choice – served so rare it's still walking – while the island's new 'hula hoop' craze can often be arousing. Islanders often enjoy dancing to 'the tune inside their heads'.

TRAVEL TIP *Island tribes rarely come into contact with each other of their own accord. Matchmaking attempts by newcomers often result in inter-tribe naughtiness, from which new villages – and new monuments – emerge.*





OFF THE BEATEN TRACK
• HERMIT ROCK This small raised area of land, 20km (13m) SW of the main island, is home to a curious individual who survives without food, fresh water or the love of a good woman. Only the occasional formation of a land bridge tempts him back – the resultant rutting with a 'lucky' representative of a mainland tribe often attracts many a wide-eyed tourist.

• THE FLOATING FARM The shimmering, dancing reflections make *Doshin the Giant*'s expansive sea a must-see all year round. But a rare treat comes when one of the island's pigs, cows or elephants finds its way to the ocean, and bobs about on the surface like a beast-shaped beach ball. Warning: do not feed the animals. They'll sink.

• DAILY BIRD FEEDING With no fast food containers or crisp wrappers cluttering up the island, the local bird life turns to a natural food source – fish. At a lake situated 2km (1m) north of the area's inactive volcano, visitors can witness seagulls dive-bombing our finny

PHOTO ALBUM





The authorities positively encourage you to take and store photographs of your visit. Here's the best of our snaps.



friends – and, on rare occasions, chowing down on an in-flight meal.

ENVIRONMENT

Memories of 1999's smog-smothered eyesore of an environment have been banished by Param's extensive redevelopment programme. In 2002, crystal-clear skies allow magnificent views of the tiny rocky islands dotted for miles around the mainland, and it's now possible to stand at the peak of the island's dormant volcano and see further than the end of Doshin's 'belly button'. The Gods still frown on the area, however, and the foreign office currently warns holidaymakers to expect "fire, torrential rain, tornadoes, earthquakes, and the negative emotion of the villagers regularly manifesting itself in the form of evil, tree-stealing ghosts."

ACTIVITIES

- The islanders have a long history of burying secrets – larger visitors are advised to lift houses and windmills to uncover some fascinating artefacts.
- Villagers and tourists alike find the varied terrain a slog to negotiate. However, wobbling your arms may summon magic land-altering powers.
- Visitors are welcome to help mourn a villager they've accidentally stepped on. Tradition dictates that they pick a lotus blossom and then allow it to float away in the breeze.
- Sliding down a mountain on your bum is a popular, if terrifying, local pastime. Not recommended for tourists without any pants.



FURTHER READING

- Alan Kwan's *Kyojin no Doshin* Play Guide is an extraordinarily helpful guide to the game. Check out http://home.netvigator.com/~tarot/Games/Doshin1
- Nintendo's own *Doshin* site is written in Japanese, but it's a treat for the eyes. www.nintendo.co.jp/ngc/gkdj/
- Also see Param's English-language site for the original *Doshin*, at www.kyojin.com/koushiki/kyojin/english/

USEFUL PHRASES



1. Game start.
2. Giant picture book.
3. Monument directory.
4. Photo album.
5. Save data.
6. Options.

1. Sound: Stereo/Mono.
2. Rumble: On/Off.
3. Control method: Default/Hold.

1. Resume game.
2. Monument list.
3. Photo album.
4. Sodoru's hint.
5. Save and quit out.

ALSO AVAILABLE:

HIROSHI YAMAUCHI

"I will exterminate!"

"Anyone round here want me to sack them?"

DAVID GOSEN

"GameCube is the only dedicated games console"

Plainly not endorsed by Nintendo

NEW! Regional Dialect Selection

MY SHIGSY "Love him and he talks!"

MY SHIGSY

"Love him and he talks!"

PLUS Regional Dialect Selection

'WE'RE NOT IN COMPETITION WITH OUR FRIENDS AT SONY'

'WE'RE NOT IN COMPETITION WITH OUR FRIENDS AT MICROSOFT'

'GAMECUBE ROCKS TO THE FRICKIN' CORE, MAN!'

'JUST CALL ME 'MOTES!'

'GAMING 24/7'

'THAT'S THE NINTENDO DIFFERENCE'

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Your talking "MY SHIGSY" kit includes

- Work Suit
- Mario Suit - for those 'special occasions'
- Rideable dinosaur, Yoshi
- Banjo

Plainly not endorsed by Nintendo

Nintendo Shigsy


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Fila Decathlon
Jimmy Neutron Boy Genius
Star Wars Episode II: Attack of the Clones
Also available from THQ...
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motoGP
The Ripping Friends
Star Wars Jedi Power Battles